



PRICE OF COURAGE



Cam Banks



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INTRODUCTION

Price of Courage is the third and final part of a heroic DRAGONLANCE adventure campaign that crosses Ansalon from east to west. The world is still readjusting to the death of almost all of the Dragon Overlords and the return of the gods, leaving much of the world in confusion and chaos. In this tumultuous time, the characters are embroiled in events that will shape the world to come. And to think, it all began with a tiny, unassuming music box.

Encounter Levels: *Price of Courage* is designed for a party of four characters of 14th level. By the end of each chapter, the heroes should have advanced a level of experience, so they will complete the adventure (and the campaign) as 20th level characters.

PREPARATION

In order to run this adventure, you will need a copy of the *Player's Handbook*, *Dungeon Master's Guide*, *Monster Manual*, and the *DRAGONLANCE Campaign Setting*. Although these books are all that are absolutely necessary for running this adventure, there are a number of other supplemental books that will aid in fleshing out the campaign.

The adventure is set more than ten months after the return of the gods at the end of the War of Souls. The *Age of Mortals Campaign Setting Companion* gives more in-depth detail on the state of the world following the return of the gods, as well as introducing a new core class (the mariner, updated in *Legends of the Twins* in 2006), prestige classes, spells, and magic items of the era. The *Towers of High Sorcery* sourcebook features a slightly revised version of the Wizard of High Sorcery prestige class, which is used in this adventure. The *Holy Orders of the Stars* sourcebook introduces a number of slight changes to the entries on the gods of Krynn, including expanded descriptions of their natures and their faiths, which could prove useful for the Dungeon Master (DM), and several new clerical domains assigned to a number of the gods. And lastly, *Knightly Orders of Ansalon* features revised and expanded information on the Dark Knights, Solamnic Knights, and Legion of Steel, adding depth to any campaign. Several NPCs in this adventure have core classes or prestige classes found in these or other books, but all pertinent abilities and statistics are included in the NPC entries in **Appendix Two: Characters and Creatures**.

Text that appears in shaded boxes is information for the players which you may read aloud or paraphrase as appropriate. Any text found in sidebars contains information pertinent to running the adventure, such as background information or things for the DM to keep in mind.

Monster and NPC statistics are presented in abbreviated form in the encounter entries. For standard monsters, full monster statistics can be found in the *DRAGONLANCE Campaign Setting* or the *Monster Manual*. Some monsters may be taken from other Sovereign

Press/Margaret Weis Productions sourcebooks, notably the *Bestiary of Krynn*, but all pertinent abilities and statistics for these monsters are included in **Appendix Two: Characters and Creatures**, along with any statistics for unique monsters, using the revised stat block format. Details on new monsters introduced in this adventure are presented in **Appendix One: Monsters and Magic**.

Before you start running the adventure, you should completely read through the adventure from beginning to end, including the Appendices, in order to familiarize yourself with the book. This is a very large and detailed end to the campaign, with many characters, plots, and possibilities. Reading it in advance and preparing your own notes will greatly improve the experience for both you and your players.

ADVENTURE BACKGROUND

A decade after the Chaos War and the apparent departure of the gods, the great white dragon Gellidus appeared on Krynn, following a path through the Ethereal Sea laid by others from his world. Gellidus's homeworld was ruled by dragons of titanic size and strength, and competition for territory, power, and might was fierce. Gellidus was one member of a faction of lesser wyrms who sought to flee the world and find another to conquer. When word spread among his fellow conspirators that Khellendros the Navigator had found such a place, the exodus began in earnest.

Gellidus, known in the faction as the Sentinel, learned upon his arrival on the continent of Ansalon that Malystrixx the Purifier was already active in establishing her dominion. Free of the restrictions of their homeworld, the faction members discovered Krynn's own serpents were far smaller than even they. Over the space of a few years, the five faction leaders had seized territory and begun shaping the land with the power of their skull totems.

Gellidus competed with Khellendros for Malystrixx's favor. He held no real interest in Beryllinthrano the Archivist or Onysablet the Alchemist, for they were more interested in their own schemes. Gellidus learned much from Malystrixx, hoarding his knowledge the way he held his realm, clutched tightly in his icy claws. He felt that as her polar opposite, unburdened as Khellendros was by emotional ties to mortals, his qualities as a mate were superior. When Malys strove to become a god, but was thwarted by a group of mortal heroes, Khellendros disappeared once more into the Gray, and Gellidus believed he was free to reign as Prince-Consort of Krynn.

Such a goal was to be denied him. Malystrixx was too interested in recouping her efforts and rebuilding her forces. Gellidus retreated to his frozen domain, the once-green island of Southern Ergoth, where his many thanoi, ogre, and dragonspawn minions sought to do his bidding. Fearing that he would be nothing but a castoff thug to



Malys, Gellidus began work on several plans that expanded his resources and shored up his connections around Ansalon. When the War of Souls arrived, and his fellow Overlords began to die, Gellidus's own Whitescale Society arose to capitalize on the power vacuum. Malys's death, and Sable's soon after, shook Gellidus's confidence, but he swiftly realized that he no longer had to operate under the limits imposed by Malystrixx.

Gellidus made a bargain with one of the returned gods, Chemosh, paying a price for dark secrets of necromancy unknown to mortals. Chemosh knew Gellidus would serve a purpose, alive or dead. Although Gellidus's ultimate plan, a plan Chemosh himself had helped to develop, meant stealing the power between gods and clerics and using it to gain far-reaching levels of eldritch energy, the Lord of Bones had no reservations. The rituals and secrets he had given Gellidus were incomplete—Chemosh's faithful would continue to receive his covenant. The sacred connection between the other gods and mortals would be broken.

As Chemosh's other plans found opposition by bands of heroes, the Lord of Bones realized that his alliance with Gellidus might be one of his better schemes. He plucked Sylvana, the Ghoul Queen of ancient Silvanesti, out of the River of Time to replace his failed servant Caeldor the Betrayer. Acting through his servants and turning away from Gellidus to focus on other plans, Chemosh hoped his investment in the White Dragon Overlord's future would not be wasted.

Content to further his goals without Chemosh directly interfering, Gellidus arranged for Gilthanas-Kanan, his dragon vassal, to scour the continent for more dragon skulls to add to his skull totem. When Gilthanas stumbled upon the heroes who bore *Huma's Dragonlance* and the *Tears of Mishakal* and saw that they would be entering the Dragons' Graveyard, he understood the significance of this group to Gellidus. With a slight alteration of plans, the dragon and the elflord stole the five skulls of the first good dragons from the Graveyard and set off to gather their counterparts.

Scattered around Ansalon, the skulls of the first evil dragons are falling into the hands of the Whitescale Society almost as if it were planned from the onset. Now Gilthanas has only to retrieve them all and unite them for Gellidus to achieve his ultimate goals, and for the Elf lord to win the freedom of his beloved D'argent from the White Dragon Overlord.

ADDING NEW CHARACTERS

Price of Courage begins with the assumption that the characters are already experienced adventurers, placing them between 14th and 15th level. This opens up the possibility of allowing players to play more powerful races which may have been inappropriate at the start of *Key of Destiny*, where characters were assumed to be 1st level.

The easiest way to introduce a new character to an existing party is to run a short introductory scenario that introduces the character to the group. In just about any city or town locale, this can be rather easily accomplished

in a tavern or inn, but that is not the only possibility. As the largest city in Chapter One, Kalaman is the ideal point to do this, but the heroes do not reach the Lordcity until the chapter's end. For this reason, you may want to instead introduce a new character in Pentar, Ohme, or even Border Keep. Pentar is perhaps the most ideal of these locations because of its role as a trading post.

Legion of Steel or Knight of Solamnia characters may have been sent to investigate the Dragons' Graveyard after the events of *Spectre of Sorrows*, especially since the heroes were in Wulfgar previously. A new character may be a Brass Tiger mercenary, a Nordmaarian barbarian in Nacon's horde, or one of the draconians of Teyr. *Spectre of Sorrows* thus provides many avenues from which to provide story hooks for new heroes.

IF SPECTRE OF SORROWS WASN'T PLAYED...

Price of Courage is designed as a continuation of the campaign begun in *Key of Destiny* and continued in *Spectre of Sorrows*, and thus in many cases, it is assumed the player characters have played through the first two parts of the campaign. If this is not the case, you will need to make a few adjustments and do some background work before you begin the adventure.

The heroes begin the adventure in the Dragons' Graveyard, having forged an alliance with Gilthanas (secretly the dragon vassal of Frost), defeated Chemosh's champion, the lich-cleric Caeldor, and restored the Dragons' Graveyard with the power of the *Tears of Mishakal*. Gilthanas has betrayed them and fled with the five skulls of the first metallic dragons, and now the heroes are ready to depart the Graveyard and carry on the quest. If you wish to begin your campaign with this adventure, you should ensure that at least the *Dragonlance of Huma* and the *Tears of Mishakal* are in the possession of the heroes.

One option is for the heroes to find these items after the heroes who were carrying them up until the start of this adventure were defeated (perhaps they died restoring the Dragons' Graveyard, sacrificing their lives to defeat Caeldor and send the Dragonsinger to her just reward). A spirit dragon from the Graveyard appears before them on the shores of the Turbidus, charging them to take the *Tears* to Kalaman and find Gilthanas.

ADVENTURE SUMMARY

The following is a chapter by chapter synopsis of *Price of Courage*. This adventure is somewhat modular, and in fact, the middle five chapters can be played in any order. Chapter One and Chapter Seven bookend these chapters and are intended to be played out as the opening and closing chapters. For convenience, however, all seven chapters are described below in the order in which they appear in this book.

CHAPTER ONE: MARSH AND TREE TO KALAMAN

In the opening chapter, the heroes make their way to Kalaman with the *Tears of Mishakal* to give the artifacts to Father Jon Bolitho, the Prophet of Mishakal. To do so, they

must cross through the Shadowglades, the lands of the green dragonlord Fume, or navigate the dangerous Goblin Coast, but they will have an opportunity to stop along the way for rest and recuperation.

Once in the city, the heroes are made aware of great forces aligned against them, and they can pick up the trail of Gilthanas and the stolen dragon skulls. Before they leave, assassins attack the heroes, perhaps offering more clues.

This chapter also features a fortune-telling session which serves to set up the rest of the adventure. Locations, motivations, and clues surrounding the bigger picture of the adventure are revealed in this way, making it a pivotal event in the heroes' quest.

CHAPTER TWO: FIRES IN THROTL

In this chapter, the heroes follow Gilthanas's trail to Throt, south of Estwilde and deep in the heart of Cinder's realm. They learn about the Malfesan Horde, an ancient power that Cinder has released, and the underground movements of the Legion of Steel in Throt. They need to defeat Two-Faced Grom—the leader of the Malfesan Horde—and Cinder himself in order to save Solamnia and the West from their combined threat.

CHAPTER THREE: THE LIBERATION OF BASTION

In this chapter, the heroes stage a pivotal raid upon the extradimensional fortress of the Wizards of High Sorcery, thought lost when the world was moved. Powerful resources useful in the battle against Frost can be found within, as well as a trapped copper dragon. At the heart of Bastion lies the secret to the fortress and the location of the dragon skull. Unfortunately, Frost has Lord Knight Theo Drawde of the Knights of Neraka pursuing the same goals. Both sides realize that Bastion has been taken over by a vicious and deadly race of four-armed creatures known as xill, "scooped up" by Bastion as it was dragged through the Ethereal Sea.

CHAPTER FOUR: DARKNESS OVER CRISTYNE

In this chapter, the heroes trace Gilthanas's trail to Cristyne, where they encounter the wicked timelost elven queen, Sylviana, and her Wichtlani cult. Lothian makes an appearance, a bound spirit willing to aid his former foes against the Ghoulish Queen's plot in order to be free of Chemosh. The heroes attend a banquet that degenerates into a feral display of cannibalism and then head to the ruined city of Baleph to confront Sylviana and stop her from spreading her curse across the world.

CHAPTER FIVE: THE DOOM OF DALTIOTH

This chapter details the heroes' arrival in the area of the ogre capital of Daltioth on the shores of Lake Morgash. There they have the chance to overthrow the dictator, T'darnk, and strike a blow against Frost's network of control in the east. The heroes may also visit Eastwatch, the embattled region at the edge of Frost's domain, which includes Foghaven Vale, the Solamnic Castle Eastwatch, and the elven communities of Qualimori and Silvamori.

CHAPTER SIX: DEVASTATION IN KHI MEL

In this chapter, the heroes stage their assault on the icewarrens of Khimel, out in the Frozen Plains of Southern Ergoth. This is the last known site of Frost's lair, his *skull totem*, and the center of his operations; it is also located directly above a lake of magma held back only by Frost's power. Frost has since relocated to the Rimeberg, but his scorned consort Glacier is still present, along with hundreds of white dragonspawn, dragons, and other horrors. Khimel may not survive this part of the adventure. The heroes might also visit Zhea Harbor, the town of Eastport, and other conquered settlements used as the breeding grounds for more spawn.

CHAPTER SEVEN: THE FURY OF THE GALE

In this chapter, the heroes marshal their forces together and stage an attack upon Frost's mobile fortress, located in the iceberg at the center of the Gale. Frost's plan to draw the power of the gods away from the faithful of Krynn and into him, through his necromantic *skull totem*, begins to have major consequences. Depending on the variable plot elements determined at the beginning of the adventure, Frost may be headed towards Schallsea, Sanction, the Dragon Isles, Palanthas, or even through the Gate of Souls to the original homeworld of the Dragon Overlords. Also, the final fate of Gilthanas and D'argent is revealed.

RUNNING THE ADVENTURE

The following entries offer suggestions for running *Price of Courage*. A high-level adventure is a challenge, not just for the players, but also for the Dungeon Master, so some work may be required regardless of how much detail and assistance is provided in the text.

THEME AND MOOD

The concept of change and transformation is one of the primary themes of the entire Age of Mortals adventure trilogy. Begun in *Key of Destiny*, this theme carries through all three adventures. Too many changes in the past few decades have been detrimental to the world and its people, with few changes bringing any true hope at all. Yes, the moons and sun have returned to the way they were, but the world itself has not. The return of the gods has not erased the suffering and loss of the past forty years. Reminders of how things could have—and should have—been have left the residents of Krynn with a bitter taste in their mouths. However, if the player characters are successful in their quest, they will find they have indeed brought great and positive change to the face of Krynn.

There should always be an underlying context that not everything is what it seems to be at first glance. Perceptions can be misled, even manipulated. In the end, the characters can only truly trust each other. This theme can be greatly enhanced by changing the mood from one chapter to the next. The best way to enhance a particular mood is through subtlety and judicious application, not through constantly reinforcing it to the point that the characters (and the players) feel openly manipulated by it. If the mood is at a constant low, it brings the characters (and



the players) down in mood as well, so be sure to give the characters some “up time”—time to unwind, to savor their victories, to heal their wounds, and to prepare to face their next set of trials.

SCALING THE ADVENTURE

There may be any number of reasons why the encounters given in this adventure may seem either too easy or too hard for your players. You will almost certainly need to adjust one or more encounters at some point in the adventure, as no two parties are the same, and circumstances can always throw off the heroes’ capabilities when facing pre-packaged encounters. In addition, because *Price of Courage* is modular, the five middle chapters can be played in any order, and thus their level of challenge is more or less equal. For the most part, all of the major NPC leaders in the middle chapters are roughly equivalent—but because of the nature of factions, the number of magical artifacts, and the flexibility of most encounters, this is self-correcting. Of course, you should always consider adding or subtracting minions and low-CR creatures to an encounter if you believe the players would benefit from it.

Encounters are written with four players in mind. If you have more or less in your group, you will need to either increase or decrease the difficulty of the encounter respectively. You can accomplish this by altering the number or type of monsters in an encounter, adding or removing one or two class levels from NPCs, or advancing or downgrading a creature. This does require some work on your part, however, so it’s best to be aware of these things in advance. If the encounter is going too easily for the players, you might want to throw something else in to make the encounter more difficult. If the encounter is going badly, you might throw something in to help the characters out. Go with your gut instinct, and remember that the aim is to provide the players with an exciting yet manageable adventure.

PLAYING THE NPCs

In *Price of Courage*, the interaction with the non-player characters drives the story forward. The two most significant NPCs, Gellidus (or Frost) and Gilthanas, have their own chapter entitled *The Dragon and the Elflord* which describes in detail how to use them in the adventure. The rest of the NPCs appear in *Appendix Two: Characters and Creatures*, organized by the chapters in which they appear.

NPCs are more than just a collection of statistical information. Play each NPC as a distinct individual, giving them a unique “voice” that will stick with the players. For many of the NPCs, information on their personality is gleaned through reading the encounter information. From that, you can quite easily create a distinct persona. Accents and mannerisms bring NPCs to life. Tricks like this make the NPC stand out from the masses, giving the players a better mental image of the character.

Many NPCs are provided with an initial attitude that serves as the basis on which they will interact with the characters. Depending upon the characters’ actions or

attempts at diplomacy, this attitude can either improve or worsen. Where necessary, attitude adjustment modifiers are provided, along with the DC of any Diplomacy skill checks.

Encounters that involve combat between the PCs and the NPCs contain a Tactics section, which gives a number of different actions the NPCs can take during combat. Of course, it’s impossible for this adventure to include responses to every possible action characters can take, but these tactics cover the most obvious choices and provide a framework from which to base other optional responses.

KEEPING THE PARTY TOGETHER

In high-level adventures, it’s much easier to have the heroes spread themselves out and split up to investigate multiple locations. While this can reflect some efficient use of the party’s resources, it also makes it very difficult to keep track of time and the progress of the adventure. *Price of Courage* uses factions as a means of allowing the heroes to do the real adventuring, leaving the mundane chores and minor investigation up to off-screen characters. The *Tablets of Shinare* also exist as a means of keeping the party members in touch with each other if they separate. Even so, you may need to consider how to deal with the inevitable party split-up.

One method you can introduce if this happens with any regularity is for the heroes to encounter situations that demand more than one or two skilled characters to deal with. Although they might have cohorts or henchmen along with them, challenges designed for characters of the heroes’ level demand abilities that low-level assistants don’t have. After one or two setbacks of this nature, the players might quickly realize that they can’t always have half the group in Throt while the other half is in Palanthas.

THE MOONS OF MAGIC

Any *DRAGONLANCE* campaign that includes Wizards of High Sorcery requires some consideration of the phases of the three moons of magic. The effects of the moons can significantly alter the capabilities of wizards, both the player characters and NPCs.

Unlike *Key of Destiny* or *Spectre of Sorrows*, the modular presentation of *Price of Courage* makes it impractical to provide notes about the current phases of each moon at the beginning of each chapter beyond the first. You should therefore keep track of the moons on your own (using the chart provided in the *DRAGONLANCE Campaign Setting*) or roll randomly each time it comes up. In the end, you should decide which method works best for you and for your players.

FEATURES OF HIGH-LEVEL PLAY

Once the heroes reach the kind of levels they attain in this campaign adventure, their resources and capabilities are far beyond what they possessed when they started out. Characters of 14th and 15th-level have access to some of the best magic in the game, the best class features, and a bewildering array of magic items, spells, and even contacts. *Price of Courage* expects this to be the case, and it

introduces the faction system precisely because the heroes are now major players in the events that are unfolding.

Impressive combat ability is one of the more obvious features of the high-level campaign. D&D expects characters to have access to a certain amount of magical equipment, but even without this enhancement, almost all warrior-class characters are going to be capable of taking out scores of lesser opponents. Foes that seem almost invincible on paper can prove to have impressive flaws when combat begins. At times, it may seem as if the heroes are overwhelmed by the level of opposition, but one of the rewards of being a Dungeon Master in high-level campaigns is seeing how the players come up with solutions to these challenges.

Ultimately, your responsibility as a Dungeon Master is to know your players, know their characters, and know your own materials. Be conscious of what the heroes and their opponents can do. Pay attention to the spellbooks of wizards and the spell lists of clerics. Read over the tactical advice of the major enemies in this adventure, and expand or add to these notes, as you desire. You may have all of the power in the game, but you are also at a bit of a disadvantage when it comes to running scenes of conflict and challenge—you are one mind against several! Because of this, it is far more important that the players feel they are having an impact on their world regardless of their opposition. Facilitate an exciting, challenging adventure, and your players will praise you for it later.

TROUBLESHOOTING HIGH-LEVEL MAGIC

One of the most difficult areas to manage in the high-level adventure is the area of magic. 14th-level characters have access to 7th-level spells which include such potent examples as *control weather*, *ethereal jaunt*, *greater scrying*,

greater teleport, *limited wish*, *resurrection*, and *wind walk*. Spells such as *fireball* and *lightning bolt* can now be quickened, while a silent, stilled *teleport* is the ultimate threat avoidance. A *summon monster VII* spell delivers a djinn or an avoral to a battle, and death is sometimes more of an inconvenient setback than a tragic event.

Divination remains one of the greatest areas of potential difficulty in this adventure from the point of view of a Dungeon Master. It is not a good idea, however, to set out to obfuscate or annoy those players who use their character's diviner spells, bardic knowledge, or scrying magic. Instead, consider how to approach such things as "yes or no" spells, "commune with the gods" spells, and "remote sensing" spells. Each section of the adventure contains a wealth of information that is almost impossible to learn outside of divination, so make an attempt to include it rather than exclude it.

The key to making sure magic does not blindside you is to be aware of what it can do. Outside of huge amounts of damage or ridiculous amounts of healing, high-level magic includes many "save or die" spells, effects that permanently alter a creature or object, spells that reverse or counter other powerful effects, and more. You will need to know how these spells work, not just to adjudicate their use, but to use them more effectively yourself.

Also, be as familiar as you can with creature abilities and class features that disrupt, counter, or eliminate magical effects. Antimagic fields, counterspelling, spell resistance, and specific creature immunities are fairly common. Fortunately, the game scales fairly well when it comes to powerful arcane and divine spells. Read up on the appropriate rules, make notes in the margins where necessary, and enjoy the fireworks.

THE DRAGON AND THE ELFLORD

This chapter describes the two primary non-player characters of this adventure, the alien white dragon Frost and the Qualinesti elflord Gilthanas, and the story elements that help to determine both their fates and the challenges that confront the heroes.

THE DRAGON

Frost is an enormous, bulky, and muscular white dragon. His head is blunt and heavy; his neck is thick and ridged. On the upper part of his limbs, along his horns, and across his shoulders are intricate runic designs that look as if they have been carved directly into his heavy armor-plated scaly hide. The dragon appears supremely confident, as powerful and resolute as a glacier.

Frost has successfully made the transition from being the watchful thug of the Overlord cabal to draconic mastermind. He is still ruled by his passions, however, regardless of how acutely honed his mental faculties have become, and so his true weaknesses are his emotions and his relationships.

The following information serves as a guide to his statistics, his abilities, his motivations, and his methods. You should become as familiar as possible with Frost and what he is capable of before running this adventure, for more than any other NPC in the Age of Mortals trilogy, Gellidus and his efforts stand a very good chance of bringing the world to an end.

GELLIDUS THE ICE TYRANT (FROST) CR 29

Male advanced great wyrm white dragon

CE Colossal dragon (cold)

Init +4; Senses blindsense 60 ft., darkvision 120 ft.,

keen senses, low-light vision; Listen +57, Spot +57

Aura frightful presence (DC 34, 480 ft., HD 47 or fewer)

Languages Common, Draconic, Elven, Ergot,

Nerakan, Ogre, Solamnic, Thanoi

AC 49, touch 2, flat-footed 49

hp 888 (48 HD); DR 15/epic

Immune cold, paralysis, *sleep*

Resist fire 30 (*ring*); SR 35

Fort +38, Ref +28, Will +32; evasion (*ring*)

Weakness vulnerability to fire

Spd 60 ft., burrow 30 ft., swim 60 ft., fly 300 ft. (clumsy)

Melee* bite +42 (6d8+42) and 2 claws each

+40 (6d6+33) and 2 wings each +40

(2d8+33) and tail slap +40 (4d6+50)

*includes adjustments for 20-point Power

Attack and *amulet of mighty fists* +5

Space 30 ft.; Reach 20 ft. (30 ft. with bite)

Base Atk +48; Grp +81

Atk Options Awesome Blow, Cleave, Flyby

Attack, Flyby Breath, Hover, Improved

Bull Rush, Power Attack, Snatch

Special Actions breath weapon (70-foot cone; 16d6

damage cold; Reflex DC 46 half; 1d4 rounds

between uses), crush (area 30 ft. by 30 ft.; Large

or smaller opponents take 4d8+25 points of

bludgeoning damage; DC 46 Reflex save or be

pinned), tail sweep (half-circle 40 ft. in diameter;

Medium or smaller opponents take 2d8+25 points

of bludgeoning damage; Reflex DC 46 half)

Sorcerer Spells Known (CL 21st, melee

touch +57, ranged touch +40):

9th (6/day)—*imprisonment* (DC

25), *refuge*, *shapechange*

8th (6/day)—*dimensional lock*, *moment*

of prescience, *polar ray*

7th (6/day)—*greater scrying* (DC 23),

spell turning, *greater teleport*

6th (7/day)—*acid fog* (DC 22), *analyze*

dweomer (DC 22), *greater dispel magic*

5th (7/day)—*cloudkill* (DC 21), *feeblemind*

(DC 21), *hold monster* (DC 21), *teleport*

4th (7/day)—*bestow curse* (DC 20), *detect scrying*,

fire shield (DC 20), *greater invisibility*

3rd (7/day)—*dispel magic*, *haste*, *protection*

from energy, *vampiric touch* (DC 19)

2nd (8/day)—*cat's grace*, *darkness*, *detect thoughts*,

minor image (DC 18), *resist energy*

1st (8/day)—*alarm*, *burning hands* (DC

17), *magic missile*, *shield*, *true strike*

0 (6/day)—*arcane mark*, *dancing lights*, *detect*

magic, *flare* (DC 16), *ghost sound*, *mage hand*,

prestidigitation, *read magic*, *resistance*

Spell-Like Abilities (CL 21st)

3/day—*fog cloud*, *freezing fog*, *gust of*

wind (DC 18), *wall of ice*

1/day—*control weather*

Abilities Str 45, Dex 10, Con 35, Int 22, Wis 23, Cha 22

SQ icewalking, water breathing

Feats Awesome Blow, Cleave, Create Skull Totem,

Draconic Vampirism, Flyby Attack, Flyby Breath,

Hover, Improved Initiative, Improved Natural

Attack (bite), Improved Natural Attack (claws),

Lightning Reflexes, Multiattack, Power Attack,

Snatch, Improved Bull Rush, Track, Wingover

Skills Concentration +52, Diplomacy +33, Escape

Artist +25, Hide +22, Intimidate +36, Knowledge

(arcana) +31, Knowledge (nature) +31, Knowledge

(religion) +31, Knowledge (the planes) +31,

Listen +57, Move Silently +25, Search +57, Sense

Motive +36, Spellcraft +23 (+25 scrolls), Spot

+57, Swim +68, Survival +46 (+50 tracks above

ground), Use Magic Device +31 (+33 scrolls)

Possessions *ring of evasion*, *greater ring of fire*

resistance, *amulet of mighty fists* +5

Freezing Fog (Sp) 3/day—as *solid fog* but also causes

a rime of slippery ice to form on any surface the

fog touches, creating the effect of a *grease* spell.

This is the equivalent of a 5th-level spell.

Icewalking (Ex) This ability works like the *spider climb* spell, but the surfaces Gellidus climbs must be icy. It is always in effect.

Runes (Sp) Frost has had many of his scales engraved with magical runes by Dolmen Scalecarver, a rogue scion with whom Frost has made an alliance (see Chapter Six: Devastation in Khimel). As many as three runes may be activated during Frost's turn with a free action, releasing their effects as a 60 ft. burst cone (Frost chooses the direction) that remains in effect until Frost's next turn. After this, each rune becomes inert for 1d4 rounds. Each rune has a caster level of 22. Information on the major runes follows:

Death—slays one or more targets whose combined total hp do not exceed 150, Fort DC 25 negates.

Fear—all targets panicked for 21 rounds, Will DC 23 negates.

Insanity—all targets affected by *insanity* spell, Will DC 25 negates.

Pain—all targets take -4 penalty to attack rolls, skill checks, and ability checks for 1 hour, Fort DC 22 negates.

Persuasion—all targets affected by *charm monster* spell, Will DC 23 negates.

Sleep—all targets 10 HD or less fall into catatonic slumber for 3d6x10 minutes, Will DC 22 negates.

Stunning—all targets stunned for 1d6 rounds, Will DC 24 negates.

Weakness—all targets take 3d6 Strength

damage, Fort DC 24 negates.

A rune may be targeted by a *greater dispel magic* spell and, if successful, will be rendered inert for 10 minutes. Secondary runes are carved around the major ones, strengthening and focusing Frost's connection to his *skull totem*; these have no other game effect.

STRATEGIES AND TACTICS

Frost is the most dangerous and formidable dragon on Krynn at the time of this adventure. No other wyrm has the power of a *skull totem*, now that the other Overlords are dead, and with the energies he has stolen from the divine link between the gods and their servants, he is even more unstoppable. However, Frost is still intensely worried that his days are numbered, so these elements have all combined to make him arrogant, violent, and paranoid.

Frost tailors most of his tactics to the situation, although he is primarily a physical fighter and saves his supernatural and spell-like powers for long-range threats or magical challenges. His enormous jaws, mighty talons, and other natural weapons are enhanced and bolstered by magic and his *skull totem*, and Frost is a brutal melee opponent. One of his favorite tactics is landing in the middle of a clutch of targets that he has already "softened up" with his freezing breath, so that he may employ his multiple melee attacks and tail sweep to dispatch the greatest number of opponents possible. Frost typically ignores attacks upon himself, for he believes (rightly so) that his scales are impervious to most forms of damage. Thus, he freely moves about in melee, switching from



opponent to opponent, unleashing his attacks in a blazing riot until his foes drop.

Frost is quick to realize when his usual methods aren't working. If his opponents split up, maintain their distance, or have the *dragonlance of Huma* readied and brought to bear, Frost will evade his enemies and make use of his breath weapon, spells (especially *imprisonment*, *feeblemind*, and *polar ray*), and runes to weaken or incapacitate them. When he has minions or allies present, he directs them forward to draw most of the enemy attacks while he selects one or two likely targets to receive his attention.

If Frost is brought to less than a quarter of his hit points (fewer than 222), he withdraws immediately, either by wing or spell (such as *greater teleport*); he will return in moments, more angry and violent than ever. Frost will not run for long, as he is almost incapable of surrendering or recognizing that he could be the loser.

Lastly, if Frost believes that separating the heroes from each other will prevent them from combining their attacks and focusing them upon him, he will not hesitate to summon a *wall of ice*, use *freezing fog*, or “lock down” foes with *dimensional anchor*. Thus divided, the White picks off foes one at a time.

It goes without saying that any foe with a *dragonlance*, especially *Huma's dragonlance*, will receive Frost's undivided attention and the full force of his long range efforts. With the kind of advance knowledge and study that Frost has made of the heroes, he will not make the mistake of letting the *dragonlance* get too close.

MOTIVATIONS OF AN ICE TYRANT

In this adventure, Frost's specific motivations and ultimate goals are variable. That is to say, two groups could play through the adventure and experience two different endings. The Calantina fortune-telling session in Chapter Seven facilitates the determination of Frost's goals, but what follows is a brief summary of the four possible motivations and how they affect the larger storyline.

THE BRIDE OF GELLIDUS

With this motivation, Frost has been seeking his perfect mate. Ever since the defeat and eventual death of the Red Dragon Overlord, Malys, Frost has sought a dragon to arouse the desire and ambition within his frigid heart. He has found such a wyrm in D'argent, known also as Silvara, the beloved partner of Gilthanas-Kanan. In order to win her as his consort, Frost has put together a dire plan with the aid of secret knowledge provided by Chemosh. This plan calls for the transformation of all of Krynn's good metallic dragons—including D'argent—into madly chaotic and corrupt versions of their former selves, beholden to Frost. With the stolen power of the gods, Frost will eliminate his draconic opposition and reign supreme with D'argent as his bride.

The Bride of Gellidus version of the ending involves the heroes attempting to put a halt to Frost's totem-enhanced ritual, as well as confronting D'argent and giving Gilthanas the opportunity to redeem himself.

THE PRODIGAL WYRM

With this motivation, Frost seeks to return to the dragon world that he and his fellow Overlords originally hailed from. With power stolen from the connection between the gods and their clerics, and the strength of his necromantic skull totem, Frost seeks to open a pathway through the Gate of Souls and send himself home. There he hopes to deliver his wrath upon the serpents who forced him to leave in the first place. Unfortunately for Krynn, such a departure will wreak havoc on the Material Plane and possibly destroy the world in the process.

The Prodigal Wyrms version of the ending requires the heroes and Gilthanas to prevent Frost from making the return home, possibly by marshalling the support and resources of one of the last of Frost's alien kindred—Lorrinar, the Green Recluse of Lahue.

THE GOD OF ALL SERPENTS

With this motivation, Frost seeks nothing less than ascension to godhood. Using divine power leeches from the link between the gods and their priests channeled through his skull totem, Frost hopes to accomplish what Malystrixx could not and become the god of all dragons.

The God of All Serpents ending has the heroes and Gilthanas trying to sever Frost's connection to godly power before he grows any more omnipotent.

THE WHITE APOCALYPSE

With this motivation, Frost's drive to seed the world with the addictive *allomanya* is revealed to be more than just a means toward subjugating the masses, but the first stage of an apocalyptic plan to eradicate all mortal life. *Allomanya* addicts become living antennas for the searing power of divinity Frost has stolen from the gods and their worshippers, enabling the White Overlord to detonate the drug within hundreds of Ansalon's communities.

The White Apocalypse ending sees the heroes trying to stave off the *allomanya* detonation, sever Frost's connection to his *skull totem*, and defeat the White once and for all.

OTHER VERSIONS OF FROST

Three other versions of Gellidus may play a part in this adventure beyond the version given above. These three are his weakened state after the destruction of his *skull totem* (which strips him of the virtual age categories he gained as a result of draconic vampirism), his ascended form as a result of the “God of All Serpents” Ending, and his *simulacrum* (which confronts the heroes when they reach the Eye of the Gale).

FROST'S WEAKENED STATE

CR 21

Male great wyrm white dragon

CE Gargantuan dragon (cold)

Init +4; Senses blindsense 60 ft., darkvision 120 ft.,

keen senses, low-light vision; Listen +43, Spot +43

Aura frightful presence (DC 32, 360 ft., HD 35 or fewer)

Languages Common, Draconic, Elven, Ergot,

Nerakan, Ogre, Solamnic, Thanoi

AC 41, touch 5, flat-footed 41
 hp 522 (36 HD); DR 20/magic
 Immune cold, paralysis, *sleep*
 Resist fire 30 (*ring*); SR 27
 Fort +28, Ref +20, Will +24; evasion (*ring*)
 Weakness vulnerability to fire

Spd 60 ft., burrow 30 ft., swim 60 ft., fly 300 ft. (clumsy)
 Melee* bite +30 (4d8+33) and 2 claws each
 +28 (4d6+26) and 2 wings each +28
 (2d6+26) and tail slap +28 (2d8+39)
 *includes adjustments for 20-point Power
 Attack and *amulet of mighty fists* +5
 Space 20 ft.; Reach 15 ft. (20 ft. with bite)
 Base Atk +36; Grp +61
 Atk Options Awesome Blow, Cleave, Flyby
 Attack, Flyby Breath, Hover, Improved
 Bull Rush, Power Attack, Snatch
 Special Actions breath weapon (60-foot cone; 12d6
 damage cold; Reflex DC 36 half; 1d4 rounds
 between uses), crush (area 20 ft. by 20 ft.; Medium
 or smaller opponents take 4d6+19 points of
 bludgeoning damage; DC 36 Reflex save or be
 pinned), tail sweep (half-circle 30 ft. in diameter;
 Small or smaller opponents take 2d6+19 points
 of bludgeoning damage; Reflex DC 36 half)
 Sorcerer Spells Known (CL 13th, melee
 touch +45, ranged touch +32):
 6th (4/day)—*acid fog* (DC 20), *greater dispel magic*
 5th (6/day)—*cloudkill* (DC 19),
feeblemind (DC 19), *teleport*
 4th (7/day)—*bestow curse* (DC 18), *detect scrying*,
fire shield (DC 18), *greater invisibility*
 3rd (7/day)—*dispel magic*, *haste*, *protection*
from energy, *vampiric touch* (DC 17)
 2nd (7/day)—*cat's grace*, *darkness*, *detect thoughts*,
minor image (DC 16), *resist energy*
 1st (7/day)—*alarm*, *burning hands* (DC
 15), *magic missile*, *shield*, *true strike*
 0 (6/day)—*arcane mark*, *dancing lights*, *detect*
magic, *flare* (DC 14), *ghost sound*, *mage hand*,
prestidigitation, *read magic*, *resistance*
 Spell-Like Abilities (CL 13th)
 3/day—*fog cloud*, *freezing fog*, *gust of*
wind (DC 16), *wall of ice*
 1/day—*control weather*

Abilities Str 37, Dex 10, Con 27, Int 18, Wis 19, Cha 18
 SQ icewalking, water breathing
 Feats Cleave, Create Skull Totem, Draconic
 Vampirism, Flyby Attack, Flyby Breath, Hover,
 Improved Initiative, Improved Natural Attack
 (bite), Improved Natural Attack (claws),
 Multiattack, Power Attack, Snatch, Wingover
 Skills Concentration +37, Diplomacy +19, Escape
 Artist +13, Hide +14, Intimidate +22, Knowledge
 (arcana) +17, Knowledge (nature) +17, Knowledge
 (religion) +17, Knowledge (the planes) +17,
 Listen +43, Move Silently +13, Search +43, Sense
 Motive +22, Spellcraft +15 (+17 scrolls), Spot
 +43, Swim +52, Survival +32 (+34 tracks above

ground), Use Magic Device +17 (+19 scrolls)
 Possessions *ring of evasion*, *greater ring of fire*
resistance, *amulet of mighty fists* +5

Freezing Fog (Sp) 3/day—as *solid fog* but also causes
 a rime of slippery ice to form on any surface the
 fog touches, creating the effect of a *grease* spell.
 This is the equivalent of a 5th-level spell.

Icwalking (Ex) This ability works like the
spider climb spell, but the surfaces Gellidus
 climbs must be icy. It is always in effect.

Runes (Sp) Frost has had many of his scales engraved
 with magical runes by Dolmen Scalecarver, a rogue
 scion with whom Frost has made an alliance (see
 Chapter Six: Devastation in Khimel). As many as
 three runes may be activated during Frost's turn with
 a free action, releasing their effects as a 60 ft. burst
 cone (Frost chooses the direction) that remains in
 effect until Frost's next turn. After this, each rune
 becomes inert for 1d4 rounds. Each rune has a caster
 level of 22. Information on the major runes follows:

Death—slays one or more targets whose combined
 total hp do not exceed 150, Fort DC 25 negates.

Fear—all targets panicked for 21
 rounds, Will DC 23 negates.

Insanity—all targets affected by *insanity*
 spell, Will DC 25 negates.

Pain—all targets take –4 penalty to attack
 rolls, skill checks, and ability checks
 for 1 hour, Fort DC 22 negates.

Persuasion—all targets affected by *charm*
monster spell, Will DC 23 negates.

Sleep—all targets 10 HD or less fall
 into catatonic slumber for 3d6x10
 minutes, Will DC 22 negates.

Stunning—all targets stunned for 1d6
 rounds, Will DC 24 negates.

Weakness—all targets take 3d6 Strength
 damage, Fort DC 24 negates.

A rune may be targeted by a *greater dispel*
magic spell, and if successful, will be
 rendered inert for 10 minutes.

FROST ASCENDANT

CR 29

This version of Frost is identical to the basic stat block
 with the following changes:

CE Colossal outsider (augmented dragon, cold, native)
 AC 55, touch 8, flat-footed 55 (includes +6
 deflection bonus based on Charisma)

Essentially, Frost is no longer considered a dragon for
 the purposes of attacks, abilities, spells, or other effects that
 target, affect, or have a specific function against creatures
 of the dragon type. This includes the *Dragonlance of*
Huma, most notably. Because the Material Plane is his
 home plane, Frost cannot be *banished* or targeted with
 a *dismissal* spell, although any other spell that targets
 outsiders will affect Frost normally.

FROST'S SIMULACRUM

CR 18

Simulacrum of male advanced great wyrm white dragon
CE Colossal dragon (cold)

Init +4; Senses blindsense 60 ft., darkvision 120 ft.,

keen senses, low-light vision; Listen +41, Spot +41

Aura frightful presence (DC 28, 240 ft., HD 23 or fewer)

Languages Common, Draconic, Elven, Ergot,

Nerakan, Ogre, Solamnic, Thanoi

AC 25, touch 2, flat-footed 25

hp 444 (24 HD); DR 10/magic

Immune cold, paralysis, *sleep*

SR 21

Fort +26, Ref +14, Will +20

Weakness vulnerability to fire

Spd 60 ft., burrow 30 ft., swim 60 ft., fly 300 ft. (clumsy)

Melee* bite +23 (6d8+22) and 2 claws each

+21 (6d6+13) and 2 wings each +21

(2d8+13) and tail slap +21 (4d6+30)

*includes adjustments for 10-point Power Attack

Space 30 ft.; Reach 20 ft. (30 ft. with bite)

Base Atk +24; Grp +57

Atk Options Cleave, Flyby Attack, Flyby

Breath, Hover, Power Attack

Special Actions breath weapon (70-foot cone; 8d6 damage

cold; Reflex DC 34 half; 1d4 rounds between uses),

crush (area 30 ft. by 30 ft.; Large or smaller opponents

take 4d8+25 points of bludgeoning damage; DC 34

Reflex save or be pinned), tail sweep (half-circle 40 ft. in

diameter; Medium or smaller opponents take 2d8+25

points of bludgeoning damage; Reflex DC 34 half)

Sorcerer Spells Known (CL 5th, melee

touch +24, ranged touch +24)

2nd (6/day)—*darkness*, *resist energy*

1st (8/day)—*burning hands* (DC 17),

magic missile, *shield*, *true strike*

0 (6/day)—*dancing lights*, *detect magic*, *ghost*

sound, *mage hand*, *prestidigitation*, *resistance*

Spell-Like Abilities (CL 8th)

3/day—*fog cloud*, *freezing fog*, *gust of wind* (DC 18)

Abilities Str 45, Dex 10, Con 35, Int 22, Wis 23, Cha 22

SQ icewalking, water breathing

Feats Cleave, Flyby Attack, Flyby Breath, Hover,

Improved Initiative, Improved Natural Attack

(bite), Improved Natural Attack (claws),

Multiattack, Power Attack, Wingover

Skills Concentration +36, Diplomacy +17, Escape Artist

+9, Hide +6, Intimidate +20, Knowledge (arcana) +15,

Knowledge (nature) +15, Knowledge (religion) +15,

Knowledge (the planes) +15, Listen +41, Move Silently

+9, Search +41, Sense Motive +20, Spellcraft +15 (+17

scrolls), Spot +41, Swim +52, Survival +30 (+34 tracks

above ground), Use Magic Device +15 (+17 scrolls)

Freezing Fog (Sp) 3/day—as *solid fog* but also causes

a rime of slippery ice to form on any surface the

fog touches, creating the effect of a *grease* spell.

This is the equivalent of a 5th-level spell.

Icwalking (Ex) This ability works like the

spider climb spell, but the surfaces Gellidus

climbs must be icy. It is always in effect.

Runes (Sp) Frost's *simulacrum* has only half as many

runes carved into its scales as Frost does. As

many as three runes may be activated during the

simulacrum's turn with a free action, releasing

their effects as a 60 ft. burst cone (the *simulacrum*

chooses the direction) that remains in effect until the

simulacrum's next turn. After this, each rune becomes

inert for 1d4 rounds. Each rune has a caster level

of 22. Information on the major runes follows:

Pain—all targets take –4 penalty to attack

rolls, skill checks, and ability checks

for 1 hour, Fort DC 22 negates.

Sleep—all targets 10 HD or less fall

into catatonic slumber for 3d6x10

minutes, Will DC 22 negates.

Stunning—all targets stunned for 1d6

rounds, Will DC 24 negates.

Weakness—all targets take 3d6 Strength

damage, Fort DC 24 negates.

A rune may be targeted by a *greater dispel magic*

spell, and if successful, will be rendered inert

for 10 minutes. Secondary runes are carved

around the major ones, strengthening and

focusing the *simulacrum's* connection to Frost's

skull totem; these have no other game effect.

FROST'S NECROMANTIC SKULL TOTEM

Prior to the death of Malystriyx, Gellidus's *skull totem*

was relatively small in comparison to those of his alien

cousins. He housed it first in the Last Gaard Mountains,

near Foghaven Vale, before moving it to Khimel a year

before the War of Souls. The Red Marauder's defeat at the

hands of Mina and her goddess came as a surprise to the

other dragons, who were already reeling from the deaths

of Khellendros and Beryllintranox. Gellidus considered

creating additional *totems*, like Onysablet had done, but

for all her preparations, Sable was unable to prevent her

own demise when the shadow dragon Dhamon Grimwulf

challenged her.

Frost instead turned to divine assistance of his own.

Approached by Chemosh, who brought with him dark

secrets of life and death, Frost secured a deal with the Lord

of Bones and modified his own *skull totem*. Months of

painstaking ritual, additional skulls, and the ministrations

of the Bonewyrm Brethren resulted in the necromantic

beacon he now possesses. Capable of magicks unknown

even to Malys, Frost's *skull totem* is the instrument of his

great plans.

Frost initially felt that he needed the discarded *totems*

of the dead Overlords to bolster and strengthen this

newly energized *totem*. Sending Gilthanas out to find

them, he was excited to learn that the elflord had located

the five ancient skulls of the metallic dragon matriarchs.

Following this discovery and their theft by Gilthanas

from the Dragons' Graveyard, Frost learned the locations

of the skulls of the five chromatic progenitors, and he

immediately set Gilthanas to acquiring them.

Frost's *skull totem* is sufficient at its current level of

power to maintain all of his dragonspawn, stabilize his

territory in Southern Ergoth, and power the Gale. It also grants him the power, given sufficient planning, to steal the divine energies that connect the gods to their servants. With the ten ancient skulls added to his *totem*, however, Frost's ultimate plans will be all the more likely to succeed.

The necromantic *skull totem* has the following important statistics (see the *Age of Mortals* campaign setting sourcebook for further information on *skull totems*).

NECROMANTIC SKULL TOTEM

Power Ranks 10

AC 30, touch 2

hp 222; Hardness 10

Immune acid, cold, electricity, fire, negative energy

Weakness vulnerable to positive energy
(takes damage as undead)

Scrying Range 480 miles

Total Number of Dragonspawn and Vassals 480

Note Clerics (or other characters with the ability to turn undead or channel positive energy) may attempt to deliver positive energy directly into the *skull totem*. This requires a touch attack and a turning check against the totem's effective HD of 20. Success delivers the turning damage as points of damage directly to the hit points of the totem (ignoring hardness and multiplied by 1.5 because of vulnerability to positive energy). A DC 30 Knowledge (arcana) or Knowledge (religion) skill check will reveal this as an option to characters who observe the *skull totem*.

If the *skull totem* is destroyed, among the consequences are an immediate degradation of Frost's power (reducing him to his weakened statistics) and the severing of the link between Frost and his servants and vassals. See Chapter Seven: The Fury of the Gale for the four potential Endings and how the destruction of the *skull totem* plays out.

THE ELFLORD

This elven man has the look of a grizzled veteran of wars and desperate times. Once youthful and princely, he retains that elven beauty, but he is now a tragic figure. He has a scar running from just above his left eye to below his left cheekbone, but the eye is intact. He has long, light-colored hair that hangs in his face, and he is dressed in chainmail armor, over which he wears an old tabard with the white horse's head. A worn traveling cloak covers his shoulders, a longsword hangs at his side, and a shortbow and quiver of arrows are slung across his back.

Gilthanas is the last of the Heroes of the Lance. He has fallen from grace and is at the nadir of his long and tortured life by the time the heroes encounter him. Driven by a sense of guilt coupled with hopelessness and anger, Gilthanas has become a relentless revenant of a man, forced into the role of a living martyr and the vessel of Frost's agency on Krynn. Ironically, this makes him both the most implacable foe the heroes will face and the most necessary ally they can find. How they treat the elflord in

this adventure will determine ultimately which of these two aspects of Gilthanas they can depend upon.

GILTHANAS, FALLEN HERO CR 20

Male dragon vassal Qualinesti elf noble 3/

fighter 3/sorcerer 6/eldritch knight 7

CN Medium monstrous humanoid

(augmented humanoid [elf], cold)

Bestiary of Krynn (dragon vassal)

Init +5; Senses low-light vision, darkvision

60 ft.; Listen +11, Spot +6

Languages Common, Elven, Goblin,

Solamnic; telepathic link (to Frost)

AC 39, touch 18, flat-footed 34; Dodge

hp 155 (19 HD); fast healing 5

Immune *detect lies*, *discern thoughts*, magical means of determining alignment (*ring*), sleep

Fort +24, Ref +20, Will +18 (+20 against enchantment, +22 against frightful presence of dragons)

Spd 30 ft.

Melee +3 *icy burst longsword* +24/+19/+14
(1d8+8/17-20 plus 1d6 cold) or

Ranged +3 *ghost touch seeking composite shortbow* +23/+18/+13 (1d6+8/x3) or

Ranged +3 *ghost touch seeking composite shortbow* +21/+21/+16/+11 (1d6+8/x3) with Rapid Shot

Base Atk +15; Grp +20

Atk Options Combat Reflexes, Point Blank Shot

Special Actions channel spells (Frost)

Combat Gear *wand of sleet storm* (CL 10th, 30 charges), *wand of ice storm* (CL 10th, 30 charges), scroll of *chain lightning* (CL 16th), scroll of *true strike* (CL 10th)

Spells Known (CL 12th; arcane spell failure 10%)

6th (3/day)—*freezing sphere* (DC 19)

5th (5/day)—*overland flight*, *teleport*

4th (6/day)—*greater invisibility*, *scrying* (DC 17), *solid fog*

3rd (7/day)—*clairaudience/clairvoyance*, *displacement*, *lightning bolt* (DC 16), *wind wall*

2nd (7/day)—*detect thoughts*, *gust of wind* (DC 15), *knock*, *levitate*, *scorching ray*

1st (7/day)—*hold portal*, *magic missile*, *magic weapon*, *obscuring mist*, *true strike*

0 (6/day)—*arcane mark*, *detect magic*, *detect poison*, *light*, *mage hand*, *mending*, *open/close*, *prestidigitation*, *read magic*

Abilities Str 20, Dex 20, Con 16, Int 14, Wis 10, Cha 16

SQ bonus class skill (Move Silently), call Whitescale assassins, favor +2, inspire confidence 1/day

Feats Charming†, Combat Reflexes, Dodge, Heroic

Surge†, Improved Critical (longsword), Point

Blank Shot, Rapid Shot, Resist Dragonfear,

Scribe Scroll, Weapon Focus (longsword)

† New feat from Appendix One: Monsters and Magic

Skills Bluff +11, Concentration +15, Diplomacy +18,

Gather Information +9, Intimidate +12, Jump +11,

Knowledge (arcana) +18, Knowledge (nobility) +14,

Listen +11, Move Silently +10 (+15 w/*cloak*), Search

+8, Sense Motive +19, Spellcraft +11, Spot +6

Possessions +3 *mithral shirt*, +1 *light fortification buckler*, +3 *icy burst longsword*, +3 *ghost touch seeking composite shortbow* (+5 Str bonus) with 20 adamantine arrows, *ring of mind shielding*, *ring of protection* +3, *cloak of elvenkind*, *boots of the winterlands*, *dragonpurge amulet*

Call Whitescale Assassins (Sp) Three times a day, as a result of his link to Frost and the *skull totem*, Gilthanas is able to call 2d4 Whitescale Society assassins to his location. The assassins can be a combination of Claws, Fangs, or Talons, but at least half of them must be Claws. This is the equivalent of a 7th-level spell with a caster level of 21 and is a standard action that does not provoke an attack of opportunity. It will not function if the link between Gilthanas and Frost is interrupted (such as by being on another plane, etc.).

Channel Spells (Su) Because of his link to Frost, Gilthanas acts as a channel for spells from the White Overlord. For the purposes of spellcasting, as long as the link is active, Gilthanas acts as a location proxy for any spell that Frost wishes to cast. In other words, Frost can cast spells as if he were present in Gilthanas's location, using Gilthanas's senses. Being used as a channel in this fashion counts as a standard action for Gilthanas.

Dragonpurge

Amulet Gilthanas wears the *dragonpurge amulet* created by Malystrixx. The *amulet* currently holds 5 skulls of great wyrm age or older, granting Gilthanas a +10 bonus to his natural armor and a +5 bonus to his saving throws while he wears it. Without the *amulet*, Gilthanas's statistics are adjusted as follows: AC 29, flat-footed 24

Fort +18, **Ref** +15, **Will** +13 (+15 against enchantment, +17 against frightful presence of dragons)

Favor (Ex) Once a week, Gilthanas can call in favors from those he knows. He makes a favor check

(1d20+2) against a DC determined by the scope of the favor requested. Gilthanas typically uses this to call in Whitescale Society faction favors for repairing or restoring his equipment and items (DC 10).

Inspire Confidence (Ex) Once a day, the noble can grant up to two allies a +2 morale bonus on saving throws and a +1 morale bonus on attack and weapon damage rolls for 5 rounds after a full round of oratory. Gilthanas uses this to inspire Whitescale assassins if he is present.

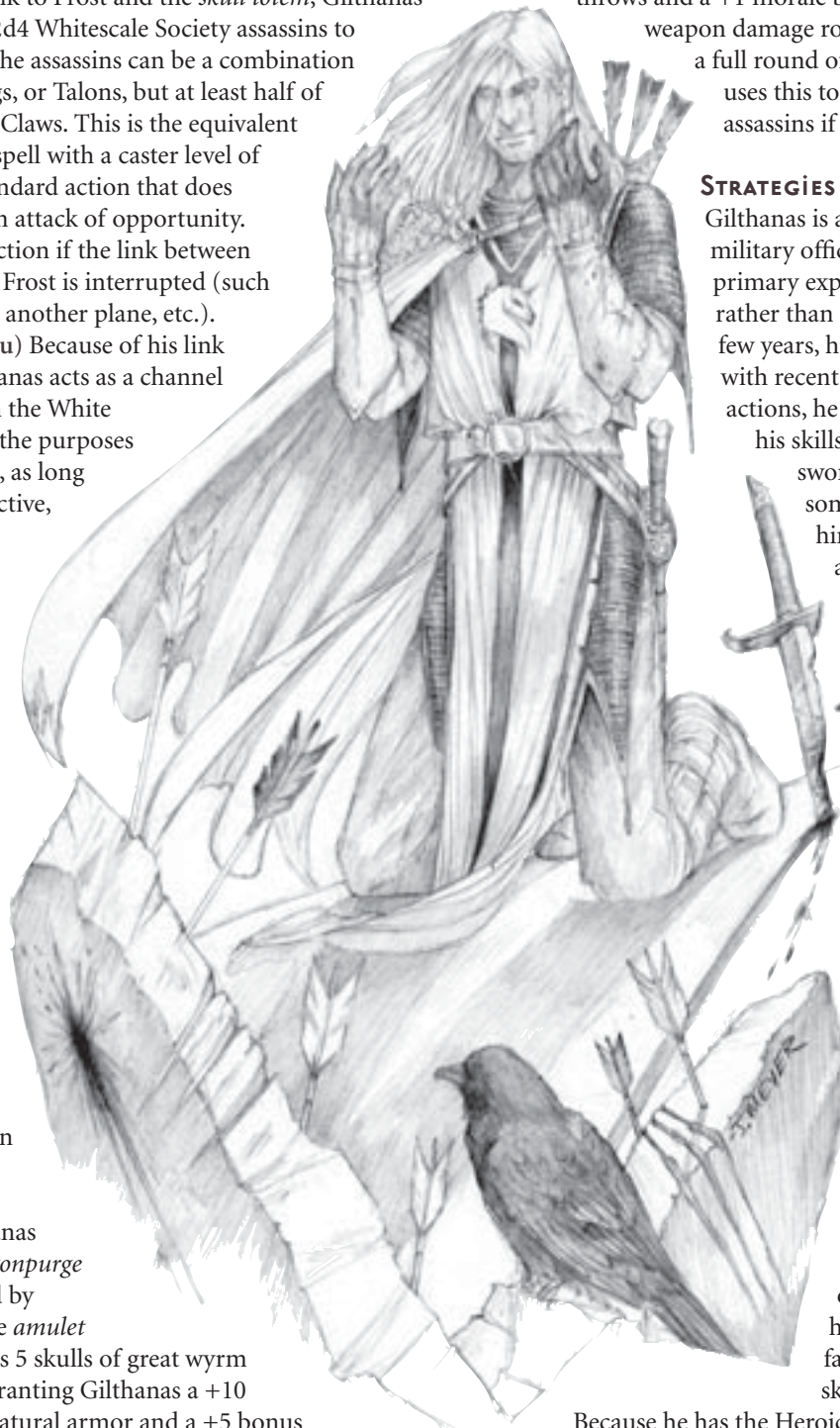
STRATEGIES AND TACTICS

Gilthanas is a very experienced military officer, although his primary expertise is diplomatic rather than martial. Over the past few years, however, and especially with recent events dictating his actions, he has honed many of his skills as an archer and swordsman. His magic is somewhat secondary to him, used more as a tool and resource than a primary avenue for combat; Gilthanas is more likely to draw his sword and or notch an arrow than he is to cast a spell when a conflict erupts. However, altering the landscape with magic is a favorite move.

Gilthanas's tactics vary based on the circumstances. A strong, quick fighter, he prefers to either pick a spot and act as a sniper when his opponents are unaware of him or get into the thick of a fight and rely on his excellent reflexes, fast healing, and weapon skills to dispatch his foes.

Because he has the Heroic Surge feat, Gilthanas is capable of taking both a move action and a full attack action in a round, if he chooses, which permits him to rapidly establish an advantage on the battlefield.

Against a party of adventurers, Gilthanas will typically open with a *sleet storm* or *ice storm* (from one of his wands) to divide or harry most of the heroes; he will preferably come in under the cover of *greater invisibility*



and with a *displacement* spell in place. If he doesn't have the luxury of several rounds of spellcasting, Gilthanas launches a *lightning bolt* into the midst of the opposition, then leaps into melee combat.

Because Frost is always able to “borrow” Gilthanas's senses, the White occasionally steps in with a channeled spell to assist Gilthanas when necessary. Most often, Frost will use *polar ray* or *feeblemind* as offensive measures or *greater teleport* as a defensive one. Gilthanas has no means of stopping these spells, although Frost loses his dragon vassal connection while Gilthanas is on another plane from Frost (such as Bastion or the Gray).

Lastly, Gilthanas knows when to retreat, when to use nonlethal force, and when to parley. He is not a reckless or clumsy fighter. If you become as familiar as possible with the various options available to him, the elflord's capabilities in battle will be more than enough challenge for the heroes.

ON THE TRAIL OF GILTHANAS

Tracking down Gilthanas is one of the major goals of this adventure. The renegade elflord has in his possession the five skulls of the good dragon matriarchs who were the progenitors of the metallic dragons. Stolen from the Dragons' Graveyard at the end of *Spectre of Sorrows*, the skulls are stored within Gilthanas's *dragonpurge amulet*. Gilthanas seeks the five skulls of the evil dragon patriarchs to complete the collection for Frost, further empowering the White Overlord's *skull totem*.

Gilthanas is very difficult to locate. He has a *ring of mind shielding* and the ability to teleport using Gellidus's *greater teleport* spell (when his link to the White is active) or his own *teleport* spell. Even if they are able to pin down his location using powerful divination magic, he never stays in any one location for too long. The heroes will need to seek out the elflord's potential destinations based on Rasca's prophetic readings and either beat Gilthanas to them or meet him there. Each choice has its consequences.

Because the pursuit of Gilthanas and the recovery of the evil dragon skulls drive the progression of *Price of Courage*, you should keep track of which chapter Gilthanas is in as the heroes move between them on their own accord. In some cases, such as Chapter Five, this can affect the events the heroes experience. If the heroes locate and obtain a dragon skull before Gilthanas can get to it, they have something to use as a bargaining chip later—although while they are securing that skull, Gilthanas will be in another chapter, obtaining a skull of his own.

CONFRONTING GILTHANAS

The first time the heroes arrive on the scene at the same time as Gilthanas, a confrontation is likely. Remember, unless the meeting takes place on Bastion or in another otherplanar location, Frost is observing through Gilthanas's senses. Gilthanas may wish to avoid a battle; indeed, he probably does not want to harm the heroes, but his hand will be forced.

Gilthanas summons his Whitescale Society assassins as support and distraction. His objective is usually the

acquisition of the dragon skull, which he achieves with the use of the *dragonpurge amulet*. If the heroes have already seized the skull, he will engage in one or two rounds of combat (trying to capture the skull as he does) before finally leaving empty-handed. The assassins will stay on after he leaves with orders to keep the heroes occupied.

If the heroes make a Sense Motive check when they encounter Gilthanas, they may learn a little more about the situation. Gilthanas tries not to let his emotions reach the surface, so make an opposed Bluff check for the elflord vs. the heroes' Sense Motive check. If the heroes succeed, they can detect Gilthanas's weary, almost despairing reluctance in everything he does. If they beat his Bluff check by 10 or more, there is also an underlying level of anger and loathing.

As Gilthanas sees it, he has no other option but to do what Frost commands, lest he never see his beloved D'argent again. By the time Chapter Seven comes around, Gilthanas has finally realized that Frost has no plans to let her go, but by that stage, he has already become too invested in the White Dragon Overlord's plans. The heroes are his only hope at gaining redemption or release from the agony of his enslavement.

Once the heroes can meet Gilthanas somewhere like the Bastion, where Frost's link to him is inactive, the elflord can be more open. He will explain that D'argent is in captivity and securing the dragon skulls is something of an insurance policy for him—not only does Frost want the skulls assembled, but he has chosen to overlook the fact that this would potentially create a means to attack the skull totem. Gilthanas advises the heroes, once he prepares to leave them, that he cannot be relied upon. It is up to them to decide what they must do, but once the skulls are all retrieved, he is willing to meet with them once again.

GILTHANAS AS SKULL TOTEM

Gilthanas becomes something of a mobile *skull totem* when he wears the *dragonpurge amulet* and acquires dragon skulls. His link to Frost and to the *skull totem* via the dragon vassal connection has made Gilthanas a *skull totem* proxy for Frost. Gilthanas (or anybody wearing the *dragonpurge amulet* and a *scale of proxy*) can attempt a number of special effects because of his mystical connection to the White; these are detailed in Chapter Seven, depending on the Ending that was chosen.

A DC 30 Knowledge (arcana) or bardic knowledge/lore check will enable a hero to deduce this fact and that Gilthanas and his *amulet* may prove to be a weak link in Frost's defenses. Paraphrase from the rules covering dragon vassals in the *Bestiary of Krynn*, if desired.

TROUBLESHOOTING GILTHANAS

The presence of Gilthanas in this adventure and his goal of acquiring all of the dragon skulls, as well as his questionable loyalties, make him a complicated character. The heroes start out with every reason to distrust or even hate the elflord; after all, he betrayed them in *Spectre of Sorrows*, and he's a vassal of the major villain of the adventure. On the other hand, he is not himself a villain,

merely a tortured antagonist. So what happens if things start to go wrong?

As Dungeon Master, your primary goal should be to make Gilthanas part of the player's enjoyment of the game. Bring him to life by accentuating his internal conflicts with external actions. Play up his weariness, his relentless drive, and the fact that he was clearly once a noble hero. Make him sympathetic, if you can, while still a foil for the heroes. If by Chapter Seven they both love and hate the elflord, you know you're on the right track.

If they manage to take him on and defeat him, despite his escape options, then you have a choice. You can replace him with another vassal, perhaps another NPC from one of the other chapters (with the dragon vassal template applied), or even one of the player characters if someone retires from the game. Or you can bring Gilthanas back from the dead as a totem-enhanced revenant, much like Jow, Cang, and Shen Belaurus in the last chapter.

If the heroes decide to sit back and let Gilthanas do the skull collecting for them, don't give them a fair break. Start sending Whitescale Society assassins after them. Have NPC allies such as Lady Jennetta or Kiro Dorova remind them that there are many plots going on at once that the heroes should be attending to—Sylvyana, the Malfesan Horde, the ogres in Daltigoth, and so forth. Even if the heroes don't follow Gilthanas around the map, they shouldn't be standing idly by.

Ultimately, the heroes should kick off Chapter Seven with a meeting from Rasca, having gathered all of the skulls and the elflord himself. At that point, the war can be taken to Gellidus in earnest, and their erstwhile opponent, Gilthanas-Kanan, can become their key to ending the White's grand schemes.

THE DRAGON SKULLS

What treasures could have lead Gilthanas to betray the heroes and provided Frost with the potential for his wicked ambition? These ten skulls, all that remains of the progenitors of the good and evil dragon clans, are potent artifacts in their own right. When brought together under the right circumstances, their power is sufficient to duplicate the effects of a *skull totem* on their own. When combined with Frost's necromantic tower of skulls, the resulting boost is immeasurable.

It is thus ironic that, in order to defeat Frost, the heroes are going to have to assemble exactly the kind of collection the White Overlord wants. Gilthanas already has the five good dragon skulls in his *dragonpurge amulet*; the remaining five evil skulls are scattered across the West of Ansalon, many of them in the hands of Frost's agents, awaiting the arrival of the elflord to collect them.

What follows is a brief description of each of the skulls and the rules for acquiring, attuning to, and making use of these eldritch remnants of dragonkind.

SKULLS OF THE FIVE SONS

The five dragons known to history as the Five Sons of Takhisis, progenitors of the evil dragon clans, are also said to have once been the first five metallic dragons. Fashioned

from base metals, they were corrupted by Takhisis with the help of Morgion or Hiddukel, and they became the chromatic ancestors of the serpents who later served the Queen of Darkness.

Each was a great wyrm dragon by current standards. Their skulls are huge and unwieldy, but they may either be stored in the *dragonpurge amulet* or attuned to a willing host (see "Skull Attunement," below). If neither option is pursued, the heroes will need to figure out a way to carry around as many as five incredibly heavy (half a ton each) and bulky objects that continually radiate strong auras of abjuration, evocation, and necromancy magic.

AKIS (WHITE)

The skull of Akis the White appears to be crafted from tin and pale marble. Attunement to the skull of Akis grants cold resistance 20, +1 caster level when casting spells with the cold descriptor, and a +2 inherent bonus to Constitution.

ARKAN (BLUE)

The skull of Arkan the Blue appears to be fashioned from zinc and blue-gray quartz. Attunement to the skull of Arkan grants electricity resistance 20, +1 caster level when casting spells with the electricity descriptor, and a +2 inherent bonus to Charisma.

CORROZUS (BLACK)

The skull of Corrozus the Black appears to be carved from lead and granite. Attunement to the skull of Corrozus grants acid resistance 20, +1 caster level when casting spells with the acid descriptor, and a +2 inherent bonus to Wisdom.

FURYION (RED)

The enormous skull of Furyion the Red appears to have been crafted from iron and basalt. Attunement to the skull of Furyion grants fire resistance 20, +1 caster level when casting spells with the fire descriptor, and a +2 inherent bonus to Strength.

KORRIL (GREEN)

The skull of Korril the Green appears to have been fashioned from nickel and malachite. Attunement to the skull of Korril grants acid resistance 20, +1 caster level when casting spells with the acid descriptor, and a +2 inherent bonus to Intelligence.

SKULLS OF THE FIVE DAUGHTERS

According to draconic legend, the five original matriarchs of Good dragonkind were sculpted from precious metals after the corruption of the base metal dragons. All of Krynn's metallic dragons descend from one of these five progenitor wyrms. Their skulls were housed in the Dragons' Graveyard as part of the Elder Shrine of the Gateway, honored and kept safe from tomb robbers and renegade arcanists. In *Spectre of Sorrows*, Gilthanas stole the skulls of the Five Daughters, storing them in his *dragonpurge amulet*.

Like the skulls of the evil dragons, each of the good dragon skulls belonged to the equivalent of a great wyrm and may be either stored in the *dragonpurge amulet* or attuned. The good dragon skulls are just as heavy as those of the evil dragons (almost half a ton each) and radiate strong auras of abjuration, evocation, and necromancy.

AURORA (GOLD)

The skull of majestic Aurora the Gold appears to be made from white marble and gold. Attunement to the skull of Aurora grants fire resistance 20, +1 caster level when casting spells with the fire descriptor, and a +2 inherent bonus to Wisdom.

HARAINEER (BRONZE)

The skull of mighty Haraineer the Bronze appears to be sculpted from serpentine and bronze. Attunement to the skull of Haraineer grants electricity resistance 20, +1 caster level when casting spells with the electricity descriptor, and a +2 inherent bonus to Intelligence.

QUERRASIAN (COPPER)

The skull of gregarious Querrasian the Copper appears to be fashioned from rosy quartz and copper. Attunement to the skull of Querrasian grants acid resistance 20, +1 caster level when casting spells with the acid descriptor, and a +2 inherent bonus to Charisma.

SHEERANAR (BRASS)

The skull of the fiery Sheeranar the Brass appears to be crafted from pale jade and brass. Attunement to the skull of Sheeranar grants fire resistance 20, +1 caster level when casting spells with the fire descriptor, and a +2 inherent bonus to Constitution.

TIANARAN (SILVER)

The skull of noble Tianaran the Silver, also known in some legends as Argyn, appears to be formed of opal and silver. Attunement to the skull of Tianaran grants cold resistance 20, +1 caster level when casting spells with the cold descriptor, and a +2 inherent bonus to Strength.

SKULL ATTUNEMENT

Any character with a Charisma of 10 or more who lays hands on one of the ten dragon skulls can feel the draconic power held within it. An empathic awareness is passed along to such a character, telling them that if they so choose, they may attune themselves to the skull. This process requires an hour of meditation and physical contact with the skull, after which the character must succeed at a DC 20 Will save or DC 20 Fortitude save (whichever is better) or become exhausted. Regardless of the success of that roll, the skull will fade away, and the character so attuned gains the benefits of that particular skull. Attunement also grants the character the benefits of the Blind-Fight feat and darkvision 60 ft. if the character did not already have these enhanced senses.

Attunement benefits last until the attuned character decides to relinquish the skull or is reduced to less than

0 hit points, at which time the skull rematerializes beside the character and any powers and abilities are lost. The skull can be seen hovering above the attuned character if the character is viewed through *true seeing*, and it exists in a kind of extradimensional space for the duration of the character's attunement. If the attuned character is targeted by an *antimagic field*, *dimensional anchor*, or *dimensional lock*, the skull reappears and the attunement is lost for the duration of the spell's effect on the character (although it returns once the spell effect wears off).

Any character may be attuned to no more than one dragon skull at a time. This function allows the heroes to take the dragon skulls with them when they locate them, despite their impressive size and weight. The imposed limit of one skull per character exists for reasons of balance and to avoid overpowering any single individual. Note that skulls stored in other places, such as a *bag of holding* or *dragonpurge amulet*, do not confer any attunement benefits to a character.

THE CALANTINA

The Calantina is an ancient means of divining the future and understanding the mysterious threads of fate that connect people, places, and times. It is popular in Estwilde, where it is studied by followers of Gilean known as Calantine scholars. As it involves a pair of wooden twelve-sided dice, it has become a popular tavern dice game, played by gamblers who either do not care or do not know about its oracular nature.

The Calantina serves a purpose in this adventure as a means of determining several variable plot points and passing on clues to the players under the guise of fortune-telling sessions. Before they reach Kalamán, regardless of which route they take to the city, the heroes will meet a half-kender Calantine scholar who goes by the name of Rasca. He offers to roll the dice for their fates and interpret the results as part of his talent at divination. Later, after they have found Gilthanas, recovered the dragon skulls, and are ready to determine what Frost's plans are, the heroes will meet Rasca a second time. The first meeting is the Bone Reading; the second is the Ice Reading.

CALANTINA BASICS

The Calantina consists of two red wooden dice, each with twelve faces, and usually an accompanying book of explanations, interpretations, and insights. These books come in various shapes and sizes, some written centuries ago, others quite recently. Calantine scholarship was rare during the early Age of Mortals but is coming back into popularity, especially among mercenaries.

Traditionally, each paired result on the two dice is associated with an animal. Variations occur, often wildly, between Calantine scholars. For the purposes of this adventure, a simplified version of the Calantina will be used. Each of the four elements (A, E, F, or W) are depicted three times: once dark (-), once balanced, and once bright (+). When both dice are rolled, the two results combine to produce a combination, or "key," as seen on Table 1: Calantina Combinations.

TABLE 1: CALANTINA COMBINATIONS

d12	Key	1 A-	2 A	3 A+	4 F-	5 F	6 F+	7 E-	8 E	9 E+	10 W-	11 W	12 W+
1	A-	AA--	AA-	AA	AF--	AF-	AF	AE--	AE-	AE	AW--	AW-	AW
2	A	AA-	AA	AA+	AF-	AF	AF+	AE-	AE	AE+	AW-	AW	AW+
3	A+	AA	AA+	AA++	AF	AF+	AF++	AE	AE+	AE++	AW	AW+	AW++
4	F-	FA--	FA-	FA	FF--	FF-	FF	FE--	FE-	FE	FW--	FW-	FW
5	F	FA-	FA	FA+	FF-	FF	FF+	FE-	FE	FE+	FW-	FW	FW+
6	F+	FA	FA+	FA++	FF	FF+	FF++	FE	FE+	FE++	FW	FW+	FW++
7	E-	EA--	EA-	EA	EF--	EF-	EF	EE--	EE-	EE	EW--	EW-	EW
8	E	EA-	EA	EA+	EF-	EF	EF+	EE-	EE	EE+	EW-	EW	EW+
9	E+	EA	EA+	EA++	EF	EF+	EF++	EE	EE+	EE++	EW	EW+	EW++
10	W-	WA--	WA-	WA	WF--	WF-	WF	WE--	WE-	WE	WW--	WW-	WW
11	W	WA-	WA	WA+	WF-	WF	WF+	WE-	WE	WE+	WW-	WW	WW+
12	W+	WA	WA+	WA++	WF	WF+	WF++	WE	WE+	WE++	WW	WW+	WW++

The key is interpreted by taking the two elements and the modifier as a statement, thus AE- would be read as “Air and earth, dark” and FW+ would be read as “Fire and water, bright.” If the elements are doubled, the element is noted as being present twice, and if the modifiers are doubled, they become “darkest” and “brightest.” A key of EE++ is “Twice earth, brightest,” for example. Many Calantine scholars have also come up with animal, or plant, or even seasonal associations for these keys, but the Calantine scholar in this adventure, Rasca, relies purely on the elemental phrasing.

Two additional tables are provided, Table 2: Key Elements and Table 3: Key Modifiers. Each is used by both the Bone and the Ice Reading, as appropriate. The Key Elements table determines the order of chapters Gilthanas appears in, the destination of the Gale in Chapter Seven, and Frost’s ultimate motivation for assembling his necromantic skull totem and drawing in the power of the

gods. The Key Modifiers table determines the placement of the five chromatic skulls, and the modifiers (if any) to the faction conflicts the heroes initiate in Chapter Seven.

THE BONE READING

This reading is the first of the two in the adventure, and its purpose is to determine the path Gilthanas takes through the central five chapters of the story and the location of the skulls of the first five chromatic dragons. When the heroes meet Rasca for the first time, he senses that their fates are tied up intrinsically with Gilthanas, who carries the *dragonpurge amulet* that holds the skulls of the five ancestral metallic dragons. Thus, Rasca carries out a reading by using a polished skull as a dice shaker.

Refer to “Signposts: Meeting Rasca” in Chapter One (page 46) for more details about the encounter of which this reading is a part.

Have the heroes roll one d12 while you roll the other, or give the d12s to one player each. Choose one d12 as the rows die and the other as the columns die. Use the table to determine the Bone Key, and note it for your reference. Rasca will announce the result to the heroes, such as “Earth and air, brightest” for EA++. He then flips through his book of notes and interpretations, and reads the following:

*The thief of skulls seeks yet five more
Five ancient serpents he looks for
His path is long and perilous
To these five places known to us.*

The next five verses occur in the order of the chapters they refer to, Chapters Two through Six. Read them in

TABLE 2: KEY ELEMENTS

Key	Bone (Chapters)	Ice (Gale)	Ice (Motive)
AA	2, 3, 4, 5, 6	Dragon Isles	Bride
AE	2, 4, 3, 6, 5	Dragon Isles	God
AW	2, 5, 6, 3, 4	Dragon Isles	Home
AF	2, 6, 5, 4, 3	Dragon Isles	Destroy
EA	4, 2, 3, 5, 6	Palanthas	Bride
EE	4, 3, 2, 6, 5	Palanthas	God
EW	4, 5, 6, 2, 3	Palanthas	Home
EF	4, 6, 5, 3, 2	Palanthas	Destroy
WA	5, 2, 6, 3, 4	Sanction	Bride
WE	5, 3, 4, 6, 2	Sanction	God
WW	5, 4, 3, 2, 6	Sanction	Home
WF	5, 6, 2, 3, 4	Sanction	Destroy
FA	6, 2, 5, 4, 3	Schallsea	Bride
FE	6, 3, 4, 5, 2	Schallsea	God
FW	6, 4, 3, 2, 5	Schallsea	Home
FF	6, 5, 2, 3, 4	Schallsea	Destroy

TABLE 3: KEY MODIFIERS

Key	Bone (Order of Skulls)	Ice (Faction Modifiers)
++	Red, Blue, Green, Black, White	+2 offensive strategy
+	Blue, Green, Black, White, Red	+1 offensive strategy
	Green, Black, White, Red, Blue	No modifiers
-	Black, White, Red, Blue, Green	+1 defensive strategy
--	White, Red, Blue, Green, Black	+2 defensive strategy

the order determined by the Key Element Table, and for each verse, insert the appropriate dragon skull in the order determined by the Key Modifier Table.

Chapter Two: “[Skull color] *is buried within the lair/ of a brutish drake of fire/ a dragon lord, with claws like swords/ lights a Legion’s funeral pyre.*” (Refers to Cinder and the conflict he has with the Legion of Steel.)

Chapter Three: “[Skull color] *is kept in a bastion far/ that wizards of three colors held/ a fortress lost in an ethereal sea/ much envied and enspelled.*” (Refers to Bastion, located in an extradimensional space within the Gray.)

Chapter Four: “[Skull color] *is housed in a ruin deep/ in an island forest old/ a queen of prideful race reigns there/ her dark ambitions bold.*” (Refers to the island of Cristyne, the ruins of Baleph, and Sylvyana the Ghoulish Queen.)

Chapter Five: “[Skull color] *is found in a city of stone/ where ogres walk the ice/ a gluttonous tyrant-king sends forth/ foul potions to entice.*” (Refers to Daltigoth, its ruler Tdarnk, and his *allomanya* supply network.)

Chapter Six: “[Skull color] *is held in a warren of ice/ where bloodlust and spite hold sway/ a she-dragon wakes the countless spawn/ and plots from day to day.*” (Refers to the icewarrens of Khimel and to Glacier, Frost’s former mate.)

Rasca finishes up with the final verse, which wraps up the Bone Reading and gives hints at the coming war with Frost:

*Five skulls of light, five skulls of darkness
Ten together shall be brought
With thief and skull and faith you might
Exact the price that courage wrought.*

THE ICE READING

This reading takes place once the heroes have found Gilthanas, and preferably after they gather the five chromatic skulls along the way. The heroes meet Rasca, as if he knew where they were, and he offers to throw the Calantine dice again for them. This time, he says he needs Gilthanas because of his link to the Dragon Overlord, a link that seems to be Frost’s greatest weakness. He asks Gilthanas or the heroes to produce a quantity of ice or snow for him to toss the Calantine dice into; if this isn’t possible, he makes do by sketching out a snowflake on the ground and rolling the dice upon it.

Refer to “Signposts: Rasca Redux” in Chapter Seven (page 230) for more details about this second encounter.

Gilthanas (played by you, the DM) rolls one die, while the player characters roll the other die. This will generate the Ice Key, which in turn will let you determine results from the Key Element Table and Key Modifier Table for the reading. Rasca consults his Calantine book and reads the following interpretations of the results, saying that, unlike before, this reading is focused on the heroes’ great enemy and their greatest obstacle:

*The King of Ice and Wrath resides
within a fortress cold
Inside a mighty storm that*

*travels to a place foretold
By Calantina’s wooden dice
that spin for you to know
The place to which the storm descends,
the place that you must go.*

The next verse is based on the Key Element Table, under the “Ice (Gale)” column. Rasca reads:

Dragon Isles: “*From warmer waters bright as glass/ rise towering islands of mighty stone/ gold, bronze, and silver, copper and brass/ call this ancient realm their home.*”

Palanthas: “*For marble halls and noble walls/ this jeweled city’s famous for/ sheltered when a Kingpriest falls/ a bright horizon on Solamnia’s shore.*”

Sanction: “*Three sentinels of fire and ash/ stand watch above this city’s pride/ where dragon, god, and mortal clash/ whilst molten rock enters the tide.*”

Schallsea: “*The heart of Chieftain’s daughter beats/ yet steady upon this peaceful isle/ where silver stair and sacred streets/ rebuke the soul of evil’s guile.*”

The third verse explains that the heroes’ enemy is driven by a singular motive:

*Now gathered here the skull thief’s fate
By Calantina’s verses sealed
His destination known, by ice and bone
The Ice King’s purpose now revealed*

The fourth verse is based on the Key Element Table, under the “Ice (Motive)” column, and determines which of the four Motives to use from the “Motivations of an Ice Tyrant”:

Bride: “*With all draconic peers now gone/ a Queen the King of Ice desires/ with totem’s charm to draw upon/ turns wyrms from light with heaven’s fires.*” (Frost seeks to take Silvara as his bride and transform all the metallic dragons into chromatic dragons.)

God: “*By totem’s charm and dragon’s bone/ the King of Ice seeks to ascend/ as brutal heir to heaven’s throne/ put out the stars and bring the end.*” (Frost seeks to succeed where Malys failed and become a god.)

Home: “*No native to this world is he/ with Abyss and Vale and Creation’s Dome/ the King of Ice will pierce the ethereal sea/ and with vengeful wrath howl to his home.*” (Frost seeks to gather his power and return to the world he came from as a conqueror, leaving Krynn a wasteland.)

Destroy: “*One route to power, one path to might/ the Ice King draws all foes before him/ no future spreads before his sight/ his magic sends the world to ruin.*” (Frost seeks to destroy Krynn and start over from the beginning.)

The final verse wraps up the Ice Reading and acts as a hint towards the solution to their troubles:

*While forces gather, time draws near
His power grows, The King of Ice
His greatest flaw, his only fear
The price of courage is sacrifice.*

FACTIONS AND INTRIGUE

The faction system is a tool that represents the power and influence the heroes have over events and people in a wider area than their immediate location. In this adventure, some of the goals will only be met if the heroes can use diplomacy and interaction to win small factions over to their cause and direct them against other factions.

This section outlines the rules of the faction system and how they relate to the adventure as a whole. It also describes the eight primary factions that will help or hinder the adventurers as they seek to thwart the goals of the Ice Tyrant.

UNDERSTANDING FACTIONS

Each faction represents a network of individuals belonging to an organization, group, or order. The faction does not represent the entire group; in this adventure, the factions the heroes will have a chance to influence are generally located in Western Ansalon and are often only a subset of the larger organization.

Each faction is roughly equivalent in size and number; the exact count of agents and members is not important for the purposes of faction play. What matters is the faction's military and social level, where the faction has an enclave, cell, or team in place, and what standing the heroes have in the eyes of the faction. Increasing faction ratings is accomplished throughout the adventure by the activity of the heroes. Treating the members or goals of a faction poorly will lower this rating, while treating them well will increase it.

ELEMENTS OF A FACTION

Each faction is described with the following elements:

NAME (ABBREVIATION)

Alignment: The faction's alignment.

Military Level: The number of military actions the faction can perform in one chapter. If reduced to 0, the faction is effectively destroyed in that community. A faction cannot use its Military Level

in a community for anything except a Muster action until the faction has successfully mustered.

Social Level: The number of social actions the faction can perform in one chapter. If reduced to 0, the faction loses cohesion and disperses in that community. A faction cannot use its Social Level in a community for anything except an Infiltrate action until the faction has successfully infiltrated.

Active Settlements: Starting faction levels in cities, towns, and villages that appear in this adventure. These represent the locations where each faction has influence or a presence for this adventure.

Faction Services: Key services the faction can provide to the heroes other than forces for military or social change. In the case of factions that can provide cohorts or followers, these cohorts and followers are considered to remain within their faction and are essentially "on loan" to the heroes.

FACTIONS IN THIS ADVENTURE

The factions, described in the grey bordered boxes, are each representative of one D&D alignment with the exception of neutral. Heroes might be able to steer a faction one step away from its original alignment—turning the usually chaotic neutral Malfesan Horde into a chaotic good group for example—but for the most part they behave according to this moral and ethical outlook.

The Whitescale Society, Wichtlani Ghouls Cult, and Knights of Neraka are supposed to be opposing or enemy factions, but enterprising players might attempt to gain influence with these three factions in order to succeed.

CREATING OTHER FACTIONS

You may decide to incorporate other factions in this adventure (or in other high-level adventures). Simply assign Alignment, determine Base Military and Social Levels, and choose Active Settlements. Use the factions above as a guide and decide for yourself what actions the heroes might take that would add or subtract from the

BRASS TIGER COMPANY (BT)

Alignment: Chaotic good

Base Military Level: 4

Base Social Level: 4

Active Settlements: Kalaman, Merwick, Sanction, Zhea Harbor

Faction Services: The Brass Tiger Company is a good source for cohorts or followers. Brass Tiger cohorts are typically fighters or fighter/rogues and represent officers in the Company. Brass Tiger followers are typically 1st-level warriors. If the party has at least a +10 faction rating with the Brass Tiger Company, party members gain a +2 Leadership bonus when recruiting from the Company.



Knights of Neraka (KN)

Alignment: Lawful evil

Base Military Level: 5

Base Social Level: 5

Active Settlements: Daltigoth, Hargoth, Lemish, Tarsis, Zhea Harbor

Faction Services: Although the Knights of Neraka are primarily antagonists in this adventure, achieving a high faction rating with the Dark Knights can be of some use. Cohorts for lawful neutral or lawful evil heroes are possible from the Dark Knights, usually fighters, fighter/mystics, or fighter/sorcerers (with or without levels in the Dark Knight prestige classes). In addition, if the heroes have a +10 or greater faction rating with the Knights of Neraka, they may use their association with the Orders to gain a +2 synergy bonus on any Gather Information or Intimidate checks in active settlements.



Knights of Solamnna (KS)

Alignment: Lawful good

Base Military Level: 6

Base Social Level: 4

Active Settlements: Caergoth, Castle Eastwatch, Kalaman, Merwick, Palanthas, Sanction, Solanthus, Thelgaard

Faction Services: The Knights of Solamnna are an excellent source for cohorts (usually fighters, with some fighter/clerics devoted to Kiri-Jolith) and equipment. With a +10 faction rating, the heroes may acquire masterwork weapons and armor at no additional cost (ignore the masterwork costs for these items) from an active settlement. With a +15 or greater faction rating, the heroes may acquire magical weapons and armor at a reduced cost (75% of item cost in active Solamnna settlements outside of Solamnna proper, 50% of item

cost in active Solamnna settlements within Solamnna). No item with a base cost of more than half of the average party wealth (see *DMG*, "Character Wealth by Level," page 135) can be acquired in this manner, and certainly no evil-aligned armor or weapons are available.



Legion of Steel (LS)

Alignment: Neutral good

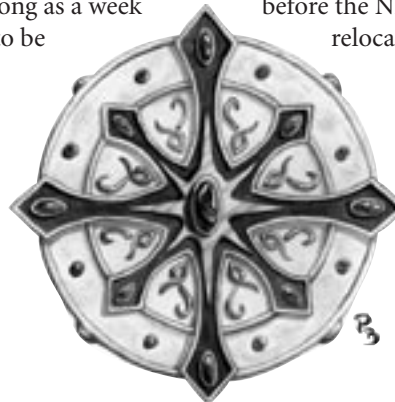
Base Military Level: 4

Base Social Level: 6

Active Settlements: Border Keep, Crossing, Daltigoth, Firstwal, Kalaman, Merwick, Sanction, Solace, Tarsis, Throtl

Faction Services: The Legion of Steel may provide cohorts and followers to the heroes. Typical cohorts are fighters, fighter/rogues, or rangers. Followers are 1st-level warriors or 1st-level experts. If the heroes have a +10 or higher faction rating, they may also take advantage of the Legion's safehouses and courier network. The Legion can smuggle, transport, or otherwise route any NPCs, items, or sums of money between settlements for the heroes, so long as there is no need for sea-based travel. If the heroes also have

a +10 faction rating with the Ergothian Merchant Marine, the two factions can coordinate to ship NPCs or items anywhere in Ansalon. Safehouses are backed by superior Legion sorcery and mysticism, hiding NPCs or items from outward divinations and detection for as long as a week before the NPC or item needs to be relocated.



THE Malfesan Horde of Qlettaar (MH)

Alignment: Chaotic neutral

Base Military Level: 6

Base Social Level: 2

Active Settlements: Firstwal, Haligoth, Throtl

Faction Services: The Malfesan Horde can be a good source of cohorts and followers once Two-Faced Grom is defeated. Cohorts from the Horde are usually hobgoblin or bugbear barbarians or rogues. Followers are 1st-level hobgoblin warriors (per the *Monster Manual*). Bugbear followers are also possible, although each bugbear counts as two standard followers. If the heroes have a +10 faction rating with the Horde, they may also benefit from a +2 synergy bonus on any Bluff or Intimidate skill check in an active settlement. With a +15 faction rating, the heroes can acquire weapons with the anarchic special quality at the base cost modifier of a +1 bonus rather than a +2 bonus.



ERGOTHIAN MERCHANT MARINE (EM)

Alignment: Lawful neutral

Base Military Level: 5

Base Social Level: 5

Active Settlements: Caergoth, Eastport, Gwynned, Kalaman, Merwick, Palanthas, Zhea Harbor

Faction Services: The Ergothian Merchant Marine can provide the party with cohorts and followers. Cohorts are usually fighters or mariners (see the *Legends of the Twins* sourcebook for information on the revised mariner class). Followers are typically 1st-level warriors or experts. If the heroes maintain a +10 faction rating, they may chart passage anywhere in Ansalon without cost, thanks to the Ergothian Merchant Marine's fleet. They may also arrange for NPCs, items, and equipment to be shipped without charge from one port to another. If the heroes also have a +10 faction rating with the

Legion of Steel, they may also incorporate transport of NPCs or items across land. With a +15 faction rating, the heroes may purchase goods and equipment in active Ergothian Merchant Marine ports at 75% of the base cost. This does not include magical equipment but does include masterwork items.



WHITESCALE SOCIETY (WS)

Alignment: Chaotic evil

Base Military Level: 3

Base Social Level: 7

Active Settlements: Daltigoth, Eastport, Kalaman, Khimel, Merwick, Throtl, Zhea Harbor

Faction Services: None. If the heroes somehow acquire a +10 or better faction rating with the Whitescale Society, they may gain a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using those skills against agents of the Whitescale Society (apart from dragons). They also gain this bonus on weapon damage rolls. This bonus stacks with a ranger's favored enemy bonus if appropriate.



WICHTLANI GHOUL CULT (WG)

Alignment: Neutral evil

Base Military Level: 5

Base Social Level: 3

Active Settlements: Merwick

Faction Services: None. If the heroes somehow acquire a +10 or better faction rating with the Wichtlani Ghoul Cult, they may gain a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using those skills against agents of the Cult (apart from undead). They also gain this bonus on weapon damage rolls. This bonus stacks with a ranger's favored enemy bonus if appropriate.



faction rating of any new faction you create. Base faction ratings for any new factions should begin at +0 unless the heroes have members in those factions (such as clerics of a certain Holy Order, etc.), in which case the base faction rating is +3.

Examples of new factions include Holy Orders (Shinare, Kiri-Jolith, Mishakal, etc.), other organizations or knightly orders, and so forth. The Wizards of High Sorcery are not recommended as a faction; wizards are notoriously resistant to outside influence, and at the time of this adventure, the Orders of High Sorcery are not fully re-established. Regardless of the nature of the faction, keep in mind that it should typically only represent a portion of the overall organization, unless the organization is limited to Western Ansalon (such as the Ghoul Cult or Malfesan Horde).

Using Factions

For the first six chapters of the adventure, the heroes may make use of factions to conduct limited long-distance orders as a result of their influence. Faction orders other than Defend or Mitigate (which are reactive) take 2d6 days to accomplish; increasing the action cost of an order by +1 drops this to 1d6 days. To give a faction orders, the heroes must have some means of getting word to the faction, such as a *tablet of Shinare*, spells like *sending*, or more conventional methods such as messenger birds, a courier, etc. Conventional communication increases the time an order takes by 1d6 days.

The number of orders the heroes may ask of each faction is limited to a number of actions equal to that faction's Military and Social levels. Each order costs a certain number of actions, and once this runs out, the heroes may not make further orders. This number refreshes whenever a new chapter begins. In addition, only one active settlement may be the focus of orders for a given faction in each chapter, or a penalty of -2 is assigned for all faction checks relating to that faction for that chapter for each additional settlement. Thus, if the heroes give orders to the Knights of Solamnia in Merwick and the Knights of Solamnia in Solanthus, all Knights of Solamnia faction checks are made at -2.

In Chapter Seven, the limitation of one active settlement per faction is lifted; the heroes may coordinate

multiple active settlements once they have established appropriate means of communication to each faction. In addition, each order takes only 1d6 days to accomplish and increasing the action cost of an order drops it to 1 day.

Faction Ratings

During the adventure, you will need to keep track of the eight factions and the faction ratings the heroes have with them. Only the players have faction ratings; you as Dungeon Master don't need them (see "Factions and the Dungeon Master" later in this chapter). These ratings will go up and down based on the choices the heroes make and the way their actions turn out. Most Scenes and Adventure Sites have suggested modifications to faction ratings provided as a guide.

At the beginning of this adventure, the heroes have the following base ratings:

Brass Tigers: +3

Ergothian Merchant Marine: +0

Knights of Neraka: -3

Knights of Solamnia: +3

Legion of Steel: +3

Malfesan Horde: +0

Whitescale Society: -3

Wichtlani Ghoul Cult: +0

If any of the heroes are actually members of one of these organizations, increase the faction rating by +3. Note that the Knights of Neraka and Whitescale Society have a negative rating based on the fact that the heroes are initially opposed to these factions. The Ergothian Merchant Marine, Malfesan Horde, and Wichtlani Ghoul Cult are unaware of the heroes' reputations and are thus at a +0 rating.

Factions and the Dungeon Master

While only the player character heroes have faction ratings, at various points in the adventure, you may decide to have various factions conduct their own actions within settlements. For the most part, this should be limited to the "enemy" factions—the Whitescale Society, Knights of Neraka, the Wichtlani Ghoul Cult, and the Malfesan Horde (before Two-Faced Grom is beaten). Don't worry about their chance of success unless it comes down to a potential conflict with the interests of the heroes. In situations where

you need a faction rating for a faction check, default to +5 plus 1 for each chapter the heroes have completed.

In Chapter Seven, the Whitescale Society (and potentially the Wichtlani Ghoul Cult) stage attacks on various settlements along the path of the Gale. These attacks are carried out without the need for these factions to first muster forces in the settlements. Their offensive bonus is provided. If the heroes have factions active in those settlements or are able to muster or infiltrate the settlements to help defend them, they can react with Defend or Mitigate actions as needed. Otherwise, the enemy forces make a direct attack upon the settlement's population level or government level and try to eliminate them.

FACTION ORDERS

The following orders are generally available to any faction, although some factions are more capable than others of achieving the results needed. The faction rating of the heroes will determine how successful they are at issuing the order.

Here is the format for the faction orders:

FACTION ORDER [MILITARY/SOCIAL]

Description of the order in plain language.

Cost: Cost in number of actions. If the cost in actions exceeds the faction's current military or social level in the settlement where the action is being performed, that order cannot be carried out.

DC: Target difficulty for faction checks.

Prerequisites: Requirements for this order to be issued.

Effect: Effects of the order.

Rating Modifier: Changes (if any) to the heroes' faction rating.

AGITATE [SOCIAL]

The faction turns the attitudes and opinions of the general population against another faction within the community or against the community's own government.

Cost: 1 action, +2 for each additional agitation.

DC: 15.

Prerequisites: Infiltrate success.

Effect: 1d20 + faction's offensive bonus, DC = 10 + government level or opponent faction's defensive bonus. Success reduces government level or opponent faction's social level by one. If the DC is beaten by 10 or more, government level or opponent's social level is reduced by two. If the DC is beaten by 20 or more, government level or opponent's social level is reduced by three.

Rating Modifier: If the agitation fails, faction rating drops by -1. If the agitation succeeds, faction rating increases by +1.

ATTACK [MILITARY]

The faction stages an attack upon another faction within the community or directly upon the community.

Cost: 1 action, +2 for each additional attack.

DC: 15.

Prerequisites: Muster success (or preexisting army).

Effect: 1d20 + faction's offensive bonus, DC = 10 + population level or faction's defensive bonus. Success reduces population level or opponent faction's military level by one. If the DC is beaten by 10 or more, population level or opponent's military level is reduced by two. If the DC is beaten by 20 or more, population level or opponent's military level is reduced by three.

Rating Modifier: If the attack fails, faction rating drops by -1. If the attack succeeds, faction rating increases by +1.

DEFEND [MILITARY]

The faction actively defends itself or the community's population against military aggression from another faction.

Cost: 1 action for each attack defended.

DC: 10.

Prerequisites: Muster success (or preexisting army).

Effect: May be used in place of any other action if the faction or community is attacked. When targeted by an attack order from another faction, DC of the attack increases by 1/2 the amount the faction check exceeded the Defend DC (round down).

Rating Modifier: If the opponent faction's attack succeeds, faction rating decreases by -1. If the opponent faction's attack fails, faction rating increases by +1.

INFILTRATE [SOCIAL]

The faction places agents into the community to monitor and influence political activity.

Cost: 3 actions.

DC: 25 minus population level of settlement.

Prerequisites: None.

Effect: Positions the faction in the community and allows the use of other social actions in that turn (minus cost of infiltration). Allows heroes to use faction checks instead of Gather Information checks in infiltrated community. If the settlement is already active, an infiltrate order will improve the faction's Social Level in that settlement by +1.

Rating Modifier: If the infiltration fails, faction rating drops by -1. If the infiltration succeeds, there is no change.

INVESTIGATE [SOCIAL]

Faction agents work to uncover political or social information.

Cost: 1 action.

DC: 15 (assess) or determined by Knowledge or Gather Information DC (investigate).

Prerequisites: None.

Effect: Determines what the Social Level of a given faction is within the settlement. If the assess function of this order beats the DC by 10 or more, all Social orders from now on gain a +1 bonus to checks (faction checks and offensive/defensive checks). This order may also be used in place of any bardic knowledge, Knowledge (local), sailor lore, or Gather Information check if the information required is at least somewhat related to the areas of expertise of the faction and of a social or academic nature.

Rating Modifier: No change.

Mitigate [Social]

The faction actively defends itself or the community's government against social pressure and agitation from another faction.

Cost: 1 action for each agitation mitigated.

DC: 10.

Prerequisites: Infiltrate success.

Effect: May be used in place of any other action if the community or faction is agitated. When targeted by an agitate order from another faction, DC of the agitation increases by 1/2 the amount the faction check exceeded the Mitigate DC (round down).

Rating Modifier: If the opponent faction's agitation succeeds, faction rating decreases by -1. If the opponent faction's agitation fails, faction rating increases by +1.

Muster [Military]

The faction assembles an armed force or militia in the community.

Cost: 3 actions.

DC: 15 plus population level of settlement.

Prerequisites: None. If the community has been infiltrated by the faction already, reduce DC of faction check by -5.

Effect: Gives the faction access to its military level in the community and allows the use of other military actions in that turn (minus cost of muster). If the settlement is already active, a muster order will improve the faction's Military Level in that settlement by +1.

Rating Modifier: If the mustering fails, faction rating drops by -1. If the mustering succeeds, there is no change.

Recon [Military]

Faction agents uncover strategic or military information.

Cost: 1 action.

DC: 15 (assess) or determined by Knowledge or Gather Information DC (investigate).

Prerequisites: None.

Effect: Determines what the Military Level of a given faction is within the settlement. If the assess function of this order beats the DC by 10 or more, all Military orders from now on gain a +1 bonus (faction checks and offensive/defensive checks). This order may also be used in place of any bardic knowledge, Knowledge (local), sailor lore, or Gather Information check if the information required is at least somewhat related to the areas of expertise of the faction and of a military nature.

Rating Modifier: No change.

Government and Population Levels

Each settlement has a government level and population level based on the size of the settlement and its government type. Refer to the above tables to determine these for settlements as needed. If a settlement is ever reduced to a population level of 0, the settlement is effectively destroyed, and its remaining population is scattered or forced to become refugees. If a settlement is ever reduced to a government level of 0, it is lost to anarchy or overcome by civil war and unrest. In either case, the settlement will take months to recover; each level of population takes

1d6 months to become restored to its original level, and each level of government takes 1d3 months.

Faction Combat

One of the major reasons the heroes will use the Faction System is to conduct faction combat. This can be either military or social in nature, or both. Faction combat takes several days to accomplish, as reflected by the costs of the Attack

and Agitate actions. Successful faction combat reduces or eliminates the presence of a faction in a settlement or reduces (or protects) the government or people of a settlement. This represents a degree of influence that hasn't been possible in the campaign until this point. Faction combat is essential in Chapter Seven: The Fury of the Gale, where the Whitescale Society conducts attacks upon settlements along the path of the Gale. In earlier chapters, faction combat has other effects which are detailed below under "Effects of Faction Combat."

Military vs. Social Faction Combat

There are two basic forms of faction combat: military, which relies upon armed forces, militia, strategic strikes, and uprisings; and social, which depends upon intrigue, diplomacy, propaganda, and espionage. Each has specific consequences that translate to longer-term effects in the campaign.

Initiating Faction Combat

Faction combat may be started by the heroes or by you as Dungeon Master, depending on the circumstances and how difficult you want to make the heroes' lives. If the heroes initiate faction combat, it costs a number of actions as described under the Attack and Agitate order descriptions. Multiple attacks or agitations may be undertaken as part of one overall order, although this costs more actions. Some actions should be set aside for Defend or Mitigate actions in response to any potential response from opposing factions. These don't need to be declared at the same time that faction combat is initiated, but if the Attack or Agitate orders use up all of the faction's actions, they may be defenseless.

TABLE: GOVERNMENT LEVELS	
Type	Government Level
Conventional	4
Monstrous	3
Nonstandard	3
Magical	4
Lawful Alignment	+1
Chaotic Alignment	-1
Population Level 3 or less	-1
Population Level 6 or more	+1

TABLE: POPULATION LEVELS	
Size	Population Level
Thorp	1
Hamlet	2
Village	3
Small Town	4
Large Town	5
Small City	6
Large City	7
Metropolis	8

Unlike normal D&D combat, there is no Initiative roll for faction combat. The faction that initiates combat is the one that makes the first offensive move. If there is some question as to who initiates, or if multiple factions are being used, the order in which offensive actions takes place is in order of Military or Social Level, highest to lowest, depending on the type of faction combat. If there are ties, make a single d20 roll for each faction with the winner of the contested roll going first.

OFFENSIVE AND DEFENSIVE BONUS

A faction's offensive and defensive bonuses are based on their Military or Social Level in that settlement plus modifiers; refer to the accompanying table for offensive and defensive strategy modifiers. This bonus is applied to a d20 roll for each Attack or Agitate action that is taken, as described in the appropriate order descriptions. If the settlement has no opposing faction, it has no offensive or defensive bonus, and the settlement defends against faction combat with its population level (against an Attack order) or government level (against an Agitate order).

In Chapter Seven: *The Fury of the Gale*, the heroes may gain a bonus to their offensive or defensive strategy against Frost's forces, as determined by the results of the Ice Key in Rasca's Calatina reading (see "The Calantina" in *The Dragon and the Elflord*, page 17).

MULTIPLE FACTIONS

More than two factions could be involved in a faction combat. If the heroes succeed at Attack or Agitate orders for two or more factions, they can become allied and coordinate their efforts; likewise, two or more factions can Defend or Mitigate an offensive faction. The heroes should choose one faction to be the primary offensive or defensive faction. Supporting factions add to the offensive or defensive bonus, as detailed in "Table: Offensive and Defensive Bonus Modifiers."

Alternately, one faction may initiate or defend against a military attack, while another initiates or defends against a social attack. Coordinated offenses of different types do not combine for the purposes of faction combat, but by

TABLE: OFFENSIVE AND DEFENSIVE BONUS MODIFIERS

Situation	Offensive Modifier	Defensive Modifier
Faction is lawful	+0	+1
Faction is chaotic	+1	+0
Heroes are in settlement	+1	+1
Faction leader is in settlement	+1	+1
Support from allied faction	+1	+2

conducting both military and social offenses at the same time there is a greater chance of overcoming the faction or settlement.

EFFECTS OF FACTION COMBAT

Faction combat may result in the reduction of a settlement's population level or government level (if targeted against the settlement itself) or a faction's Military Level or Social Level (if targeted against a faction). Reducing a settlement into ruin or anarchy makes it impossible for anyone to conduct normal trade or sustain any level of faction influence over the settlement—the settlement ceases to function. Likewise, reducing faction's presence in a settlement reduces its own influence over the settlement. A faction with a Military or Social Level of 0 in a settlement is unable to carry out Military or Social orders (as appropriate). A faction can still function if one of its two levels is 0, but if both are 0, then the faction's presence in the settlement is eliminated.

ISN'T THIS TOO COMPLICATED?

YOU may find the rules for the Faction System aren't suitable for your players and your own DM style. It's also possible they're too fidgety, too abstract, too much work, or too hard to understand. Don't worry—this adventure plays just fine without using factions for anything more than determining how well the heroes stand in relation to the various groups they interact with.

To simplify matters even further, keep track of the faction ratings the party has with the eight factions in the adventure and, when they want to do something with a faction instead of doing it themselves

(such as finding something out, causing trouble in a settlement, or the like), simply have them make a faction check against a difficulty you assign yourself. You can have them use their faction rating in place of a Bluff, Diplomacy, Gather Information, Intimidate, or Knowledge check if the subject matter or areas of expertise match the faction's role.

Above all, this adventure is supposed to be interesting and engaging for your players. If the game is being bogged down by excessive book-keeping or details, wave a hand and move on!

CHAPTER ONE: MARSH AND TREE TO KALAMAN

That you brought the power of Chemosh into this realm, and allowed the elven mystic to invade our most sacred of havens, we forgive you,” the ghostly dragon says, his majestic voice deep and resonant within your minds. “However, a greater crime has been committed here. You have been deceived.”

Seraph, the gold spirit dragon
Epilogue of *Spectre of Sorrows*

CHAPTER SYNOPSIS

In the opening chapter, the heroes make their way with the *Tears of Mishakal* to Kalaman to give the artifacts to the Prophet of Mishakal. To do so, they must cross through the Shadowglades, the lands of the green dragonlord Fume, or navigate the dangerous Goblin Coast; however they will have an opportunity to stop along the way to rest and recuperate.

Once in the city, the heroes are made aware of great forces aligned against them, and they can pick up the trail of Gilthanas and the stolen dragon skulls. Before they leave, assassins attack the heroes, perhaps offering more clues.

This chapter also features a fortune-telling session which serves to set up the rest of the adventure. Locations, motivations, and clues surrounding the bigger picture of the adventure are revealed in this way, making it a pivotal event in the heroes’ quest.

ON THE SHORES OF THE TURBIDUS

Current Date: 1st day of Sirrimont (Summer End), 422 AC. This date, and the moon phases below, represents a passage of 4 months from the point at which the heroes entered the Dragons’ Graveyard in Chapter Seven of *Spectre of Sorrows*. Adjust these dates and phases accordingly if you played through *Spectre of Sorrows* previously.

Phases of the Moons

Solinari: 4th day of Waxing, First Quarter.

Lunitari: 4th day of Low Sanction, New Moon.

Nuitari: 1st day of Waxing, First Quarter.

(The above dates and phases of the moons are approximated, although you are encouraged to keep track of both for the purposes of pacing the adventure and for the possible effect the moons may have on wizards.)

SCENE: GETTING STARTED [EL 14]

The adventure begins outside the newly restored Dragons’ Graveyard on the western coast of Nordmaar. The heroes defeated Caeldor the Betrayer, a servant of Chemosh, in the climactic finale of *Spectre of Sorrows*, but the victory celebration was short lived. Gilthanas, the legendary Hero

of the Lance and their erstwhile ally, absconded with the five ancient skulls of the good dragon ancestors. The heroes have been given two tasks by the spirit dragon guardians of the Graveyard—take the *Tears of Mishakal*, holy relics of the goddess of healing, to Kalaman, and then follow the trail of Gilthanas.

Assume that the heroes all have recovered and rested, prepared necessary spells or items, and are ready to travel south to Kalaman. When you are ready to begin, read or paraphrase the following:

You stand atop the great granite cliffs of Nordmaar’s western coast, overlooking the Turbidus Ocean, warmed by a late summer wind. The moons have sunk low over the horizon, mute observers to your ascension from the waves and the Dragons’ Graveyard. To the east lie the Horselands and southwest along the coast you can make out the estuaries and saltmarshes of the Shadowglades. Further to the south are the cloud-capped peaks of the Astivar Mountains, rising above the Woods of Lahue. Far away, beyond the Shadowglades and at the mouth of the great Vingaard River, is your destination—the Lordcity of Kalaman.

The Situation: Characters that succeed at a DC 20 Survival check realize that a great deal more time appears to have passed outside the Dragons’ Graveyard than the heroes experienced within that pocket dimension. The current date, based on the position of the stars and the phases of the moons, is four months later than when the heroes went in. A DC 20 Knowledge (the planes) check allows a recollection that the Dragons’ Graveyard itself is timeless; apparently, restoring it with the *Tears of Mishakal* and re-establishing its connection to Krynn has caused a mild eddy in the River of Time.

While this should pose no immediate problem to the heroes in terms of their own status, it does mean that events have transpired outside in the meantime. Gilthanas now enjoys a three week lead, as an examination of the area near the shore will reveal. With a DC 36 Survival check, Gilthanas’s trail can be picked up from the shoreline, heading up into the cliffs and to the southwest, in the direction of the Shadowglades. This is perhaps the more difficult option, given how old the trail is, so the heroes may have more luck with divination magic. Refer to the “On the Trail of Gilthanas” section in *The Dragon and the Elf* chapter for guidance on resolving this.

Creatures: The heroes will not be able to tarry long, however. Knowing that they would eventually leave the Dragons’ Graveyard, Gilthanas has hired a band of bloodthirsty and ruthless Estwilder ogres to watch the area. There are six ogre mercenaries, each mounted on



enormous spider eater mounts and equipped with lances. Gilthanas expects these ogres, known as the Essekar, to do little more than slow the heroes down, but they may present a fairly challenging battle for the player characters.

☞ Essekar ogre mercenaries (6): hp 61, page 288.

☞ Advanced spider eaters (6): hp 125, page 288.

Tactics: The Essekar prefer hit-and-run tactics, charging against opponents with lances and directing their mounts to sting, then wheeling around for another strike the following round. At least two ogres hang back each round, watching the battle and staying alert for signs of spellcasters or characters with obvious magic items. If a spider eater is killed, its rider will leap free and switch to his falchion; if an ogre is killed, his mount is trained to attack the character who was last in melee combat with him. The Essekar understand the merits of a strategic withdrawal if they are reduced to half their numbers.

Development: If the heroes capture one or more of the Essekar for questioning after the battle, they are only able to provide limited information. A captive's base attitude is Unfriendly. The Essekar were given payment in the form of four chests of steel and silver coins, stowed in the ruined town of Haant twelve miles along the coast; they do not know the identity of their employer, only that he was elven, knew the heroes would be here, and was headed for Kalaman. If the heroes use more intensive means, such as divination magic or compulsions, it should not be too difficult to piece together that it was Gilthanas. They may also choose to head north to Haant, where the rest of the Essekar ogres are camped along with the treasure.

ADVENTURE SITE: HAANT

Haant is a former fishing village of the Cuichtalic tribe. During the Chaos War, shadow wights, daemon warriors,

and worse came ashore beside Haant and swept through the village, leaving no one alive. For forty years, it has stood alongside the Turbidus Ocean as a bleak reminder of the horrors of the Summer of Chaos. At various points in recent history, it has been a refuge for bandits, ruffians, outlaws, and monsters, all of which are transient. In the past four months, it has served as the base of operations of the Essekar ogre mercenary company, and it was the first stop Gilthanas made after leaving the Dragons' Graveyard and heading for Kalaman.

Haant is mostly light rubble with 3 ft. high stone walls circling the town, all in terrible condition. Four stone buildings in the middle of town house the soldier's mess, the billet, the spider eater stables, and the stores. The storehouse is locked (Open Lock DC 26) but contains nothing more than basic supplies and dried foodstuffs. There are no more spider eaters in the stables; all six were taken south on the mission for Gilthanas.

GETTING TO HAANT

Haant is only twenty miles northeast of the Dragons' Graveyard, around the coast. It is not difficult to find; surrounded by light woods and a low escarpment, and right on the edge of the water, any character that makes a DC 20 Knowledge (geography) or Survival check (the latter if using Track to follow the sketchy path of the Essekar) can make a direct line towards the ruins. The journey will take 4 to 6 hours by foot or wagon, half that if mounted.

PEOPLE TO MEET IN HAANT [EL 15]

The current residents of Haant are the Essekar, ogre mercenaries who operate along the northern coast of Ansalon and south into Estwilde. Although the entire

company was hired by Gilthanas to conduct an ambush, only six of the fifteen mercenaries actually departed to do so. The remaining Essekar won't be expecting the heroes, but they are always relatively prepared for an attack as a simple precautionary measure. The Essekar have a working arrangement with a cunning behir who lived in the ruins before the ogres arrived; they keep the behir well-stocked with wild game and flintrock (which the behir uses to keep its breath weapon active), and the creature helps them keep their camp protected.

The Essekar maintain three watch posts 150 ft equidistant from the crumbling outer walls of the ruins. Each post is a kind of treehouse, 15 ft. up a sturdy oak, and has room for one Essekar ogre. An Essekar on watch gains a +2 bonus to Spot checks because of preparation, familiarity, and positioning. If anyone is seen approaching, the ogre will make a high-pitched wail not unlike the sound of a wounded animal. The other six Essekar in Haant will be alerted and armed with at least one ogre riding the Essekar's behir ally into combat.

☞ Essekar ogre mercenaries (9): hp 61, page 288.

☞ Behir: hp 94, *Monster Manual*.

THINGS TO DO IN HAANT

The heroes will be able to locate and recover the payment Gilthanas made to the Essekar for their services. A DC 25 Search check (DC 15 if the Essekar are persuaded to help) will lead them to a covered pit near the Essekar's billet, one of the only buildings still standing in the ruin. There, the four chests of steel and silver coins can be found—stowed eight feet down in the pit and covered in a foot of sand. The total value is 12,000 stl in four 3 ft. long iron-banded chests, each of which weighs 120 pounds. Gilthanas arranged delivery of this payment through Ekatrine, a guildmistress in Kalaman (see area KA6 in the Kalaman section, later in this chapter.)

As well as raiding the Essekar's camp, the ruins of Haant may serve as a resting stop before continuing north to Pentar. You may want to expand the ruins if the heroes are hungry for a little more excitement—the ruins were originally attacked during the Summer of Chaos, plagued by shadow wights and other hideous creatures. The behir has its lair here, but perhaps the ruins hold other dangers beneath. Alternately, there may have been other Essekar ogres in the region on their way back to Haant after carrying out more paid work. The Essekar trained and stabled their spider eater mounts in Haant, so a cache of spider eater eggs, valuable in a larger market like Kalaman or Pentar, could themselves constitute a reward if you throw other challenges at the heroes.

One last option is that the heroes choose not attack the Essekar, but try to ally with them. The Essekar don't count as a faction, but their assistance might prove useful in later parts of the adventure. The Essekar respect

strength and power, but they will quickly tire of clever talk, manipulation, and guile. The heroes might gain their assistance for a short term, provided they can enforce it.

LEAVING HAANT

The heroes should be able to leave Haant relatively rested unless things go badly for them or more Essekar return to the camp. In all likelihood, the heroes have eliminated the Essekar presence in the north. Of course, if the heroes allied with the Essekar, the mercenaries remain a potential thorn in their sides, especially if the alliance is not backed up by regular threats or payments.

Haant has a jetty and access to the water for boats if the heroes are able to come up with one. This might be preferable to journeying another half-day to Pentar if the party is anxious to get moving. Pentar has much larger vessels available, plus a substantial market for goods and services, but if the heroes are taking the seaward route to Kalaman, the choice is there to make.

LEAVING THE SHORES

Eventually, the heroes need to move on, especially now that events are beginning to unfold elsewhere. The adventure assumes that they will head overland towards the Lordcity of Kalaman. This will take them either through the Shadowglades (heading southwest) or the Woods of Lahue (heading due south) before crossing the Qwalmish North Shore into Kalaman at the mouth of the Vingaard. The heroes may also seek to acquire a ship, which will require



TRAVEL			
From Haant	Pentar (12 miles)	Ohme (50 miles)	Border Keep (55 miles)
Walking (20')	6 hours	3 ½ days	3 days
Walking (30')	4 hours	2 ½ days	2 days
Horseback	3 hours	2 days	1 ½ days
Flight (40')	3 hours	1 ½ days	1 ½ days

them to head north to the city of Pentar (or use the jetty at Haant, assuming they can come up with their own vessel). They may decide not to go to Kalaman at all, which will require some additional work on your part.

- **The Shadowglades:** Heroes who decide to enter the Shadowglades will be given a chance to stop at the town of Ohme, which is raised up on stilts and boardwalks at the northeastern corner of the marshes. If this is their route, refer to the Shadowglades section further in this chapter.

- **The Woods of Lahue:** If the heroes take this route and avoid the marshes, they will pass by the Legion-held fort of Border Keep and into Lorrinar's realm of Lahue on the slopes of the Astivar Mountains. If this is their route, refer to the Woods of Lahue section.

- **Overland Flight:** It's possible the heroes will simply take to the air with spells or magic and travel to Kalaman that way. This will still take them over the Shadowglades or Woods of Lahue, so refer to the appropriate information in those sections.

- **By Sea:** Enterprising heroes might try to take a boat, ship, or other vessel (including underwater travel) around the Goblin Coast and into Kalaman Bay. If they choose to go this route, the heroes will be able to acquire seaworthy boats or charter a merchant ship in Pentar. Refer to the Pentar adventure site below for more details, and the sidebar "Around the Goblin Coast" on page 32.

ADVENTURE SITE: PENTAR

The bustling port town of Pentar is one of Nordmaar's success stories. Founded in the early Age of Despair, Pentar grew from a need for somewhere to stop and make repairs on the long sea journey between Palanthas and the Blood Sea isles. It has weathered war, the assault of the Dragonarmies, and Chaos to emerge as the home port of hundreds of sailors and ship captains.

Pentar's growth is reflected both on water and land. Its marketplace is literally floating, consisting of hundreds of ships, dinghies, boats, rafts, and other vessels connected by rope bridges and gangplanks. Many visitors never set foot on dry land, for a number of converted galleons and caravels act as inns and taverns; almost all business can be conducted in the floating merchant dens. On land, Pentar is a sprawling maze of thatch-roofed wooden

houses, with a handful of expensive villas made of fire-baked clay bricks along the coastal ridge.

GETTING TO PENTAR

A trade road runs along the coastline from Haant to Pentar. The road is packed earth, remarkably well-kept for a highway that no longer sees much use. By road, the journey from Haant takes about 3 or 4 hours if mounted (depending on the mount), 6 hours by wagon or walking unencumbered, or 9 hours when walking encumbered. The heroes' journey will be uneventful, but an open highway alongside a thick jungle and rolling hills makes a tempting ambush site if they seem to be in need of some additional excitement.

Pentar is surrounded by a 15 ft. high horseshoe-shaped wall of stone that extends out into the water on both sides. There are gates to the south (at the end of the highway), to the north (towards Jotan), and to the southeast (towards Willik). Gates are patrolled at all hours of the day and night by the Seaguard of Pentar, a volunteer militia partially funded by maritime profits. Arriving after dark will not prevent the heroes from gaining entry to the town, but it will mean standing around for about a half hour while the militia go over their belongings, check with their captains, and agree to a gate tax (which will probably be around 5 stl per head, plus 5 for each mount or wagon—twice that of the daytime tax).



PENTAR

🏰 **Pentar (Large Town):** Conventional; AL NG; 3,000 stl limit; Assets 723,000 stl; Population 4,820; Mixed (79% human, 9% kender, 5% elf, 3% minotaur, 2% dwarf, 1% half-ogre, 1% half-elf).

Authority Figures: Toltecatl (NG male civilized human noble 9/bard 2) is the singular leader of the Cuichtalic tribe in Pentar and thus the town's governor.

Important Characters: Ahuictala (N female civilized human mariner 6), Mistress of the Docks; Yem Garrowhook (LN male hill dwarf expert 7), Master of

Carpenters; Crimble Sway (NG male civilized human expert 5/warrior 3), Master of Fisheries; Sister Aspen (NG female half-elf cleric 10 of Habbakuk), priestess of Chabacuictli; Xipolli (NG male civilized human mariner 4/expert 4), floating innkeeper.

Factions: None

Seaguard of Pentar—Pentar's volunteer militia consists of the following: civilized human mariner 6 (1), civilized human mariner 3 (3), civilized human mariner 1 (12), civilized human warrior 1 (220).

PEOPLE TO MEET IN PENTAR

Most of the people in Pentar are sailors, merchants, or the people who provide services to sailors and merchants. The heroes are likely to run into (or afoul of) one of the Town Masters, the heads of various professions in Pentar who work directly for Governor Toltecatl. Together the Town Masters and the governor form Pentar's authority, and they can usually offer dispute resolution, advice, threats, or whatever else is needed based on the actions of miscreants.

Toltecatl himself is the surviving brother of a set of identical twins. To his constant despair, nobody in town remembers his brother who, according to tradition in Pentar, served as co-governor. Shadow wights took his brother and the rest of his family during the Summer of Chaos, and the power of oblivion has left Toltecatl as the only person living who remembers them. The people of Pentar think Toltecatl is either mad or just very stressed; their governor insists that painters and sculptors creating Toltecatl's likeness also include his brother, and Toltecatl always refers to himself in the plural ("We agree that this is a good idea" or "We are pleased you like our town").

THINGS TO DO IN PENTAR

There are two major reasons to be in Pentar. One is to get a ship. There are seven vessels in port, five of which are headed around the coast to Kalaman. Passage to Kalaman takes four days and costs 20 stl per passenger, half that for each horse or wagon. It's up to you to determine whether there is anything more to this arrangement than a simple exchange of money for ship's passage, such as trying to negotiate between ship's captains or worrying about hauling a *dragonlance* on board a sailing vessel. The journey itself should be more challenging than the process of booking passage.

The second reason to be in Pentar is to make use of its marketplace: restocking supplies, making repairs to damaged equipment, or seeking professional services. Pentar doesn't have anything in the way of mageware supplies, but it does have mundane services that cater to wizards and sorcerers such as bookbinders, apothecaries, herbalists, and goldsmiths. Clerics of Habbakuk will find their Holy Order represented here quite strongly, although Zeboim and Shinare also have many adherents in the town.

If the heroes choose to visit Pentar, they might ask after Gilthanas in the inns and taverns of the floating marketplace. The elflord is well known here, but he hasn't visited in almost 16 years, when he was Governor of Kalaman. Nobody has seen him in the area nor have they anything more useful to offer the heroes in the way of information. There is, however, plenty of talk about the explosive growth and prosperity of Kalaman. Most merchants credit the Holy Order of Shinare for this. The old salts on the docks point to the efforts of the Ergothian Merchant Marine's fleet of tallships, carrying trade and information all around the northern coasts of Ansalon and even braving the dangers of the Ergothian Straits despite Frost's ongoing threats.

Pentar is an ideal place for the heroes to run into Rasca, the Calantine scholar (see the sidebar "Signposts: Meeting Rasca", page 46). If you are sure the heroes are going to avoid an overland trip to Kalaman, it's essential that the half-kender be encountered in this town or accompanies them as a fellow passenger.

LEAVING PENTAR

Once the heroes have secured a ship or decided to move on, they'll be able to leave Pentar behind with only a 15 stl per head departure tax. They can avoid this if they remind the Mistress of the Docks that they are legendary heroes and are only trying to carry out a mission for the Holy Order of Mishakal. Alternately, the heroes could sneak out of town, leave via magic, or bribe their way out. Tailor this to the personality of your group's characters; noble and upright heroes are more likely to just pay the tax and leave.

TRAVEL			
From Pentar	Ohme (62 miles)	Border Keep (70 miles)	Kalaman (200 miles)
Walking (20')	4 days	3 ½ days	—
Walking (30')	3 days	2 ½ days	—
Horseback	2 ¼ days	2 days	—
Flight (40')	2 days	2 days	4 ½ days
Ship	—	—	4 days

AROUND THE GOBLIN COAST

THE Goblin Coast of northern Estwilde consists of the entire coastline around the Shadowglades from Haant to Kalaman Bay, including the Troll Bluffs and much of the western coast of the Qwalmish. This stretch of coastal waters is known for its ferocious storms and dangerous tidal sandbars, a result of the Turbidus Ocean's warm air currents and the progressive nature of the Shadowglades' swamplands. It is also plagued by goblin pirates who have taken to preying on vessels coming into Kalaman Bay.

If the heroes are taking a ship around the Goblin Coast instead of taking the overland route, you may wish to find a way to incorporate some adventures to make up for the lack of major encounters in the Shadowglades or Woods of Lahue. The following adventure hooks should provide you with a place to start.

Goblin Pirates [EL 14]: As the heroes' vessel rounds the northwestern cape of the Shadowglades, one of the sailors spots a quartet of sails approaching from shoreward. These are veteran goblin pirates (NE goblin warrior 8) led by a pair of seasoned hobgoblin captains (LE hobgoblin mariner 10). Each captain directs the actions of two boats apiece; each boat is crewed by five goblins with twelve lesser goblin thugs at the oars belowdecks. The goblins' tactics are fairly simple—surround the boat, throw grapples, and board it! Half of the goblins are armed with heavy crossbows; a supply of pitch and a blazing torch to light it is available on each pirate boat. This means the goblins can send volleys of flaming crossbow bolts if needed.

☞ **Hobgoblin pirate captains (2):** hp 75, see page 289.

☞ **Goblin pirates (20):** hp 44, see page 288.

☞ **Goblin oarsmen (48):** hp 5, see *Monster Manual*.

Tentacles in the Storm [EL 13]: As evening approaches on one day of the journey, the weather takes a turn for the worse. The wind picks up; rain starts to pelt the decks of the heroes' vessel, and thick gray clouds roll over the water. This is no ordinary storm, however. It's the work a kraken that is manipulating the weather in order to cover its advances toward the player characters' ship. As soon as the weather reaches torrential rain strength, the kraken strikes from below, sending its tentacles up to snatch away hapless crewmembers or foolhardy heroes. Alternately, the kraken may attempt to damage the ship enough that it capsizes; if this happens, see the next adventure hook.

☞ **Kraken:** hp 290, see *Monster Manual*.

Shipwrecked! You might decide that as a result of monstrous weather, attacks by creatures of the sea, or sabotage on the part of a stowaway NPC, the heroes' ship takes on too much water or its hull becomes breached. The captain orders all hands to abandon ship a mile from the shore, and the heroes will have to struggle to get their equipment, make preparations, and make it to dry land. Of course, this will more than likely end with the heroes pulling themselves onto the muddy slime of the Shadowglades, taking them into that section and the horrors that await them in the dark marshes.

Unscrupulous or anti-authoritarian heroes may enjoy a less law-abiding means of departure!

THE SHADOWGLADES

This section details the route through the treacherous marshes of the Shadowglades. Much like the Great Moors of Nordmaar, the Shadowglades are virtually impenetrable in places. Dark magic has in the past held this region in a tight grip, and it remains troubled by arcane befoulment. The greatest threat to the heroes comes about as a result of this magical influence, which challenges the safety of the heroes and the innocents they meet in the swamp.

HISTORY OF THE SHADOWGLADES

The northern shores of Estwilde are known as the Qwalmish and held great promise prior to the Catalcysm. Although the region's inhabitants were somewhat superstitious and provincial, trade between Istar and Solamnia fed the coffers of tribal chieftains and local governors, and thriving communities grew rapidly. This came to an abrupt halt when the fiery mountain struck Istar and the waters rose out of the Turbidus Ocean.

Whole stretches of the Qwalmish coast were flooded with brackish seawater, turning somewhat pastoral and rustic northern Estwilde (and hundreds of miles of sea floor) into fetid and marshy swamp.

The swamp has grown larger with each passing decade. Towns and villages on the outskirts have been engulfed by the inexorable expansion; others, like Ohme, have learned to cope. Despite these changes, the people of the region were nevertheless able to count their blessings until the Dragonarmies surged out of Neraka and took Estwilde as a border realm. Soon after, rumors of Black Robe wizards conducting unspeakable rituals in the northwestern corner of the Shadowglades reached the attention of the Orders of High Sorcery. Between invasions, magical rites, the ravages of the Summer of Chaos, and ever-increasing stretches of murky swamp, the Qwalmish is most definitely not a destination of choice for most Ansalonians.

The events of the Chaos War almost forty years ago unleashed the region's most insidious and hidden danger. Situated on the edge of the Turbidus Ocean, the Shadowglades were in close proximity to the initial surge of chaotic power that erupted when the Irda released

Chaos's fiery aspect from the Graygem. This wave of energy interacted with dormant experiments abandoned by the Black Robe wizard Tarligor years earlier. One of his experiments, a kind of semi-intelligent fungus, was infused with generative power and began to grow rapidly. The fungus has achieved sentience and covers a huge area underneath the Shadowglades. Its unique and monstrous influence is now felt in the swampland communities of Lor-Tai tribesmen and goblins.

TRAVEL IN THE SHADOWGLADES

Important Rules: Overland Movement, Chapter 9: Adventuring in the *Player's Handbook*; Survival skill, Chapter 4: Skills, in the *Player's Handbook*; Marsh Terrain, Chapter 3: Adventures in the *Dungeon Master's Guide*.

The swampy terrain of the Shadowglades varies depending on how far into the swamp (and how close to the Turbidus Ocean) the heroes venture. For about five miles along the inland stretch of the swamp, shallow bogs and wide tributaries can be negotiated while mounted on horseback or in flat-bottomed boats. Farther in the swamp, however, the bogs are much deeper; the undergrowth is thick and chokes the waterways with vines

and weeds. The following outlines the basic issues facing overland movement in the Shadowglades.

TRAVEL BY LAND

The Shadowglades region is considered trackless terrain for the purposes of foot or mounted travel (x1/2 speed), although in the shallower edge of the swamp (which includes all terrain up to 5 miles into the swamp) a DC 15 Survival check will allow a character to lead a party along makeshift trails and natural walkways at an improved rate (x3/4 speed). No natural paths remain stable enough deeper into the swamp for this to be an option. Typical travel time is 8 hours per day; nighttime travel in the Shadowglades is significantly more hazardous due to the darkness and nocturnal predators (see Random Encounters).

TRAVEL BY BOAT

If the heroes acquire a flat-bottom boat or individual kayaks and canoes, they can make use of the waterways in both the shallow and deeper reaches of the Shadowglades. Boat travel is considered unhampered in the deeper reaches, more than 5 miles into the swamp; in the shallow

THE SHADOW UNDER THE SWAMP

THE mycotenebral fungus is a pervasive network of "brains" connected by countless filaments. Taken together, it is one of the largest organisms on Krynn. Destroying one brain disrupts the fungal network but does not kill it. It is nearly impossible to eradicate completely, but it can be severely hampered with effort, especially once the heroes learn about its existence and its influence over Ohme and the rest of the Shadowglades.

Each filament cluster may be treated as a separate creature for the purposes of making attacks upon the fungus. A cluster grows beneath the marshy surface of the swamp at a depth of at least 5 feet. It can extend tendrils up to the surface with which it can make grapple attacks, and it is also able to produce a number of filament thralls to act as mobile defenses. Filament clusters are surrounded by numerous cocoon-like pods, which it uses to store captured creatures. Some better established clusters might have as many as a hundred pods scattered in a wide area, connected to the main body of the fungus by filaments that carry nutrition and paralytic enzymes to the captured creature. After a day of captivity, a creature has provided the filament cluster with sufficient information for it to be able to sprout a fungal duplicate of the creature and send it to the surface, where it awakes and begins to act independently.

Filament clusters, filament thralls, and the fungal creature template are all described in the Appendix 1:

Monsters and Magic. Some example fungal duplicates are included in Appendix 2: Characters and Creatures. These creatures are all capable of generating spores, the details of which are repeated below.

Mycotenebral Spore Infection (Su): Supernatural disease—inhaled, Fortitude DC 23, incubation period 1 hour, 1d6 Int and 1d6 Wis. On any day that a victim takes maximum ability damage from the disease (a roll of 6 on Int or Wis damage), or the character's Intelligence or Wisdom drops to 2 or less, the victim immediately moves towards the nearest filament cluster where he or she is drawn below the surface and cocooned. Before this occurs, a spore-infected individual appears placid, generally slow to respond, and noticeably paler. In the final stages of infection, the individual's skin acquires a clammy, gray appearance and his eyes, mouth, and nose are swollen and tender.

Mycotenebral spore infection is a powerful supernatural effect backed by the Chaos-tainted power of the fungus. To eliminate spore infection, the chaotic influence must be broken with *break enchantment*, *remove curse*, or *dispel chaos* (requiring a DC 24 caster level check for each spell), after which the spore infection can be magically cured just like any normal disease. Until this occurs, the ability damage cannot be restored naturally, and attempts to do so with spells such as *restoration* require a successful DC 24 caster level check.

KNOWLEDGE IN THE SHADOWGLADES

WHILE the mycotenebral fungus is practically unknown outside of the swamp, there are a few other useful pieces of information that can be determined through the use of Knowledge (geography),

Knowledge (local), or bardic knowledge checks. The following table shows the results of an applicable Knowledge check as it relates to the Shadowglades.

DC	Results
10	There are two humanoid tribes in the Shadowglades: the Lor-Tai nomads, who are said to be placid humans, and the goblins of K'chnsynk, who are scavengers and fish-eaters.
15	There is only one major settlement in the Shadowglades, the stilt-town of Ohme. This town is only a mile from the edge of the swamp and is built on wooden posts. The residents are suspicious and insular and contact with the town is infrequent.
20	Fungus is common in the Shadowglades and reaches prodigious size. Hundreds of spore-producing fruits of a particular kind of fungus are to be found in the swamp.
25	Many of the intelligent creatures of the Shadowglades have fallen prey in recent years to an affliction. Nomads are seen wandering aimlessly and lost; goblins behave erratically. Some seem to have forgotten who they are.
30+	The mysterious affliction of the Shadowglades is connected to the prolific fungus growth. It's possible that the spores are causing those who breathe them in to act oddly. With so many magical experiments being conducted in the Shadowglades in the past century, anything is possible.

reaches, movement is reduced by x3/4 due to sections of shallow water, vegetation, and dry land. Although waterborne movement is easier than foot or mounted travel, it can hamper the ease at which characters respond to hazards and encounters. Typical travel time by boat or canoe is 10 hours per day.

TRAVEL BY AIR

Flying is the quickest, least-hampered form of travel across the Shadowglades. Spells like *overland flight* (Sor/Wiz 5) and *wind walk* (Clr/Mys 6, Drd 7) may be available, and individual heroes might choose to *polymorph* (Sor/Wiz 4) into a creature with winged flight. Typical travel time is 8 hours per day with magical flight, as it is just as tiring as other forms of movement and subject to penalties from forced marches. Note that because the heroes are bearing the *Tears of Mishakal*, spells such as *teleport* (Sor/Wiz 5, Travel 5), *ethereal jaunt* (Clr/Mys 7, Sor/Wiz 7), *transport via plants* (Drd 6) or *dimension door* (Brd 4, Sor/Wiz 4, Travel 4) will cause the *dimensional anchor* of the *tears* to activate and leave the *tears* behind.

FEATURES OF THE SHADOWGLADES

There are two types of terrain in the Shadowglades based on proximity to the swamp's edge. The shallow region extends up to 5 miles into the swamp, is muddy and spongy, and has anywhere from a few inches to several feet of water. The deep region is completely covered in water from three to twenty feet deep.

Although the heroes may have already experienced time in swampy terrain as a result of the events of *Spectre*

of Sorrows and their encounters in Mohrlex's Great Moors, the Shadowglades have their own unique hazards and challenges in addition to standard swamp or marsh features. Most are magical in origin, the cast-offs of years of secret experiments by renegade wizards and the Chaos-enhanced descendants of mundane creatures. Others are related to the mycotenebral fungus that has extended its tendrils throughout the Shadowglades and into many communities within.

WEATHER

In the shallow areas of the Shadowglades, the temperature is only a few degrees warmer than the dry lands to the east and south (75 degrees F in the daytime, 60 degrees F at night). In the deeper reaches, it is much warmer (90 degrees F in the daytime, 70 degrees F at night). The air is sticky and humid throughout the Shadowglades, interrupted on occasion by violent and heavy rainstorms that seem to come out of nowhere. When it isn't raining, a thick miasma of mist and murk hangs over the swamp. There is rarely enough wind or air movement to carry the mist away, so even in the middle of the day the sunlight that penetrates the haze is weak and washed out.

FLORA AND FAUNA

The Shadowglades are home to a tremendous variety of reptiles and insects. Crocodiles of all sizes, poisonous snakes and constrictors, enormous dragonflies and centipedes, and near-constant clouds of mosquitoes are common. Avian life is scarce, possibly because of the inhospitable nature of the waters and the bizarre creatures

that have sprung up within the swamp's depths. Small numbers of cranes and marsh hens are found in the southern corner of the Shadowglades, rarely venturing north. Large mammals are even less common than birds; typically, only rodents make their home in the swamp. Black bats cluster around cypress trees and mangroves, completely concealing branches. Rats, including dire rats, form colonies in drier sections near the border of the swamp or around communities of Lor-Tai tribesmen.

The swamp's largest lifeform is the mycotenebral fungus. This sentient organism takes the form of a vast network of filaments that spreads throughout the swamp underneath the surface of the muck. Clusters of these filaments form at various points around the Shadowglades, extending up through the surface to form spore-producing fungal structures. Each of these filament clusters also features several other adapted growths, including bladder-like pods, thicker filaments that can be used to snare or grasp creatures above the cluster, and a chitinous mass that encloses one of the mycotenebral fungus's many interconnected brains. For more information about the mycotenebral fungus and its activity, see the sidebar "The Shadow under the Swamp."

RANDOM ENCOUNTERS

The chance of a random encounter during the day is 15% for the morning, midday, and afternoon periods and 30% during the evening and nighttime hours. In the swampy terrain, encounter distance is usually 2d8 x 10 feet. Except for isolated areas, heavy undergrowth, deep bogs, and thick mist provide concealment and hinder movement.

Most encounters are standard; statistics may be found in the *Monster Manual*. Specific encounters are described below:

Beholder: This creature, like most of its kind found on Krynn, is not native to the world and exists as an accident of magic. Its name is Ahuolut, and it has roamed the Shadowglades for twelve years, feeding on wildlife and hapless Lor-Tai nomads. While intelligent and resourceful, Ahuolut is also bound to the swamp by chaotic forces

instrumental in its summoning. The beholder can be dismissed by spells that banish outsiders if the heroes can determine that it is extraplanar. It knows about the mycotenebral fungus but is resistant to its influences. Ahuolut should be considered Hostile to all forms of life, but will typically observe from a distance for a while before staging an attack.

☞ **Ahuolut, beholder:** hp 75, see *Monster Manual*, but add extraplanar subtype

Black Pudding Colony: This colony consists of a titanic elder black pudding and four of its offspring. Black puddings are usually unintelligent; these are no exception, although the elder ooze is riddled with mycotenebral spores and is somewhat more aware than normal. Any encounter with this colony counts as an encounter with the mycotenebral fungus, as the elder ooze shares a mild link with the greater organism.

The smaller puddings are located 30 ft. from the elder ooze, forming the corners of a large square area and acting as sentinels. The elder ooze can sense immediately if one of its "children" is attacked or on the offensive, and it will direct the other three to move in while it sinks below the surface of the swamp. If any character gets past one of the smaller oozes, the elder ooze will move to attack.

☞ **Black puddings (4):** hp 115, see *Monster Manual*.

☞ **Elder black pudding:** hp 290, see *Monster Manual*.

Fungal Black Dragons: In recent months, a number of adult black dragons traveled to the Shadowglades in search of a new home after leaving the Great Moors of Nordmaar (and the erratic behaviour of Morhlex). Two days later, they fell victim to a mycotenebral plume and are now trapped beneath the surface of the swamp deep in the interior. Their fungal duplicates are roaming the swamp, acting out a mockery of their templates' behavior, indiscriminately breathing acid onto trees and swamplife. When they are encountered, their confused state will determine their actions for the most part. This encounter should prove interesting because, while the creatures look like dragons and possess many of their traits, they belong to the plant type and are immune to the special abilities of the *Dragonlance of Huma*.

☞ **Fungal black dragons (1d3):** hp 199, see page 288.

Fungal Lor-Tai Nomads: Bands of fungal creatures that have replaced Lor-Tai nomads are fairly common in the Shadowglades. Each band wanders, zombie-like, searching for other living creatures to attack. The primary purpose of these bands is to enslave other creatures; the fungal nomads spend as long as possible in melee with the heroes, giving their spores time to infest the unfortunate player characters.

☞ **Fungal Lor-Tai nomads (3d6):** hp 26, see page 269.

Mycotenebral Plume: This is one of hundreds of spore plumes that rise out of the murk of the Shadowglades above a filament cluster. A dome-shaped area with a radius of 60 feet surrounding the plume is saturated with airborne spores, and any creature that enters the area has a chance of infection (see "The Shadow under the Swamp" for more information about spore infection). If a creature comes within 10 feet of the plume itself, the filament

d%	Encounter	Average EL
01-10	Truly horrid umber hulks (1d3)	16
11-25	Mycotenebral plume	15
26-35	Hellwasp fright (2d4+2)	14
36-50	Fungal Lor-Tai nomads (3d6)	13
51-60	Black pudding colony*	13
61-70	Beholder*	13
71-80	Fungal black dragons* (1d3)	14
81-90	Chuul horde (3d6)	15
91-00	Roper cluster (1d3+2)	16

* Unique encounter. Reroll if this entry has been encountered before.

cluster beneath it reacts violently with a spore jet, followed immediately by an attack by 1d3 filament thralls.

☞ **Filament thrall** (1d3): hp 174, see page 268.

Roper Cluster: These creatures are a marsh-dwelling variant of the standard roper, mutated by the influence of Chaos on the Shadowglades and now living in a symbiotic relationship with the mycotenebral fungus. Each roper resembles a grotesque pillar of fibrous tubers, some of which sprout mushroom-like growths with a central eye and long, ropy strands. They are usually found clustered in a group with cypress trees, enjoying a +8 Hide bonus. Like many other symbiotic creatures in the Shadowglades, an encounter with a roper cluster counts as an encounter with the mycotenebral fungus.

☞ **Ropers** (1d4+2): hp 85, see *Monster Manual*.

ADVENTURE SITE: THE STILT-TOWN OF

OHME

Ohme is the largest community in northern Estwilde and has experienced rapid growth since the Chaos War. The heroes may find it useful to stop and rest in the town. They may also press the residents for more information about the region and the swamp itself, but doing so will require a little diplomacy.

Ohme began as a collection of brick and wood buildings with thatched roofs surrounded by a wooden wall. As the swamp moved in and gradually took over, heavy wooden posts and supports were built, and dwellings were lifted up above the mud and water. Walkways made from wooden planking were constructed between the town's homes, shops, and the central town hall. Now, all of Ohme is elevated, and while several buildings have masonry foundations below the level of the wooden elevations, most are now entirely wooden and supported by posts.

The town is roughly circular and surrounded by thick wooden walls. Wooden ramps lead up 5 feet at three points to the gates. Once inside, a wide boardwalk leads into the middle of town. Other than these three major boardwalks, numerous walkways, rope-supported wooden bridges, and other paths thread between the buildings. Apart from the town hall, the smithy, the three watchtowers, and

the Temple of Gilean, all of the buildings are wood and thatched. The exceptions are brick masonry reinforced with timber.

GETTING TO OHME

Ohme is about a mile into the Shadowglades, but there is ample evidence of a trail from the north leading to the town (DC 5 Survival check). The heroes will need to deal with all of the usual features of the shallow edge of the swamp, but getting lost on the way to Ohme will be much less likely. Ohme can be seen from a distance of about a half-mile, raised as it is on stilts and surrounded by wooden walls. Thin trails of smoke and the distant sound of community life will also draw attention to any observant characters.

PEOPLE TO MEET IN OHME

After a number of locals and tribesfolk started to go missing in the past year, the residents of Ohme have determined that it is no longer safe to travel in the swamp. Once merely insular and suspicious, the town has become practically xenophobic. This makes visiting the city quite an exercise in cautious diplomacy, for any overt sign of peculiar behavior, customs, mannerisms, or actions that seem outside what the Ohmefolk expect will result in a fearful mob.

Brother Bartlemas, a cleric of Gilean recently arrived from Palanthas, is the ranking religious figure in Ohme. He won over the residents by offering to restore the town's library, such as it is. He swiftly made friends with Brother Quinn, an Ohme local and druid of Chislev, even offering to help the terrified druid in protecting the town from the encroaching swamp dangers. Neither priest fully realizes just how dangerous the mycotenebral fungus is, of course.

Miss Prudence and Miss Hortense, who run the "Ohme Sweet Home" boarding house, are a pair of spinsters who should come across as nosy busybodies, asking questions and following the heroes around the boarding house or spying on them through holes in the walls. If the heroes decide to stay in Ohme, this is their only real option. If the spinsters suspect the heroes to be fungal duplicates (which is to say, if they think the heroes are behaving oddly), they will immediately send word to the rest of the town's

OHME

🏰 **Ohme (Small Town):** Conventional; AL N; 800 stl limit; Assets 39,200 stl; Population 982; Isolated (942 humans, 19 goblins, 12 dwarves, 5 half-elves, 4 kender).

Authority Figures: General Tumult (N male civilized human fighter 9), Mayor of Ohme.

Important Characters: Brother Bartlemas (N male civilized human cleric 8 of Gilean), inscrutable priest; Brother Quinn (NG male civilized human druid 4 of Chislev), terrified druid; Vinod (NG male civilized human warrior 9/expert 3), valorous

blacksmith; Harlison (N male civilized human expert 7), incompetent shopkeeper; Miss Prudence and Miss Hortense (N female civilized human commoner 8), boarding house proprietors.

Factions: None

City Watch—Human warrior 4 (6), human warrior 2 (12), human warrior 1 (95). These are the only defenses Ohme has. They all work for General Tumult. None of them pose a challenge to the player characters.

residents and organize a mob.

Things to Do in Ohme

Ohme is primarily a stopping point for resting, restocking supplies, and perhaps seeking healing or other assistance. Brothers Quinn and Bartlemas can provide the latter, while the rest of the town's residents can provide anything else. Ohme is also an ideal location for the heroes to meet Rasca, the half-kender Calantine scholar (see the sidebar "Signposts: Meeting Rasca," page 46), which should occur before they reach Kalaman.

There are a number of adventures possible in Ohme based on its isolated location and highly suspicious residents.

One option is for the town to become the target of a concerted assault by the creatures of the swamp, especially the fungal duplicates and filament thralls controlled by the mycotenebral fungus. This creates a scenario in which the heroes are called on to help the townsfolk defend their homes from hordes of monstrous plants and abominations such as umber hulks, ropers, the fungal black dragons, or even the beholder Ahuolut (see "Random Encounters," page 35). Another option is that the town is already under the sway of the fungus, and the heroes discover this only after they arrive in town and stay the night. If the heroes then choose to rescue the real residents from their cocoons, buried under the marshy surface of the swamp or beneath Ohme's boardwalks, they will earn the Ohmefolk's unending gratitude. If you are feeling particularly cruel, the Ohmefolk might suspect the heroes of being fungal duplicates and organize a torch-carrying mob to drive them out of the town—and straight into the waiting tentacles of the mycotenebral fungus.

It is worth noting that Gilthanas did not stop over in Ohme, although he did fly over it. One or two Ohme residents, if questioned (DC 15 Gather Information), might report that in recent memory, their neighbor swore by Chislev's Jaws that he saw a flying elf racing across the sky, heading southwest.



LEAVING OHME

Whether the players depart Ohme as heroes for liberating or protecting it, or if they are chased out by angry townsfolk, getting out of Ohme should not prove too difficult. Once the heroes set foot in the swamp, their passage will undoubtedly be tracked by the fungus. The fungus will harass and create obstacles for the heroes during the remainder of their time in the Shadowglades, but this will of course make for a number of exciting and challenging fights. Because the Shadowglades do not form a significant part of the overall story of *Price of Courage*, it's possible that you won't want to engage the players too long in the marshes. On the other

hand, the Shadowglades (and Ohme) give you an excellent means of testing the mettle of these high-level characters before the adventure begins in earnest.

TRAVEL

From Ohme	Kalaman (125 miles*)	Border Keep (25 miles)
Walking (20')	12 ½ days	2 days
Walking (30')	8 ¼ days	1 ¼ days
Horseback	6 days	1 day
Flight (40')	4 days	¾ day

* Includes 60 miles of swamp, 40 miles of hills, 25 miles of highway. Reduce time by 1/2 day if crossing swamp by boat.

THE WOODS OF LAHUE

This section details the heavily forested sub-tropical region the heroes will move through if they head due south from the Dragons' Graveyard instead of through the Shadowglades. The Woods of Lahue make up most of the territory of the dragonlord Lorrinar, known to most mortals as Fume. The Woods are also home to a tribe of nomads known as the Lahutians, feared throughout the north for their reputation as cannibals. Those who become lost in the Woods of Lahue are rarely heard from again,

prey to the fierce tribal nomads or swiftly dealt with by the green serpent that haunts the thorny, poisonous depths of the woodland.

HISTORY OF THE WOODS OF LAHUE

For hundreds of years before the rise of Istar, Lahue was a peninsular forest wilderness. Nomadic peoples, distantly related to the pre-Ergothian inhabitants of Solamnna and early plainsfolk of the south, moved to the peninsula following the migratory patterns of wild game during the Time of Light. The nomads stumbled across a vast colony of wyverns, the minor offshoot of dragonkind that had been instrumental in the Second Dragon War. These wyverns were bonded servants of the elven queen, Sylvyana, who had surrendered her soul to the dark god Chemosh. Sylvyana saw a use for the frightened nomads and quickly brought them under her power. She took many of them as her personal guard, having been cast out by the elves for her foul practices. The effects of Sylvyana's earliest experiments in producing human vassals conditioned to ritual sacrifice and cannibalism remained with these nomads, even many years later when the so-called Ghoule Queen failed in her bid to conquer Silvanesti and was driven into the River of Time by Waylorn Wyvernsbane.

Left to their own fates, the Lahutians continued to practice these dark rites in honor of Sylvyana and, by extension, the Lord of Bones. The nomads had their own names for Chemosh, knowing him as the Endless Hunger, the Scavenger Crow, and similar titles. When the empire

of Istar, championing the gods of Light, learned about the cannibal tribes of Lahue, they worked to eradicate this threat from their borders. The Lahutians survived, and when the Kingpriest was punished for his hubris by the gods and Istar destroyed, the Cataclysm only served to further isolate the nomads of Lahue from the rest of Ansalon with the uprise of the Astivar Mountains. Over the next three hundred years the Woods of Lahue became known for being haunted by ravenous spirits, fiendish beast-men, and worse; however, the true monsters of Lahue were human, and the nomad tribe flourished in infamy.

The most significant recent event in the Woods' history was the arrival of the alien green dragon Lorrinar during the Dragon Purge. Lorrinar, who became known as Fume, found deeply forested Lahue to be an ideal home. However, soon after the Dragon Purge was called to a halt by Malystrix, Fume's presence became known to two distinct parties: the red dragon Cinder, who had taken Estwilde and Throt for his realm, and the Legion of Steel, who were active in opposing the newly-installed Dragon Overlords. Fume's assigned Legion century learned he was a reclusive dragon, more content to hoard magical items and defend his lair than strike out against the surrounding communities. The Legion was surprised to discover that the Lahutian cannibals were mollified somewhat by the green's occupation of their homeland, and this curtailed the occasional attacks by the nomads on the trade routes to the south of Lahue. Seeing Cinder as the greater threat to the region, the Legion has established strong, if

KNOWLEDGE IN THE WOODS OF LAHUE

THE following table shows the results of an applicable Knowledge (geography) or Knowledge (local) check as it relates to the Woods of Lahue. Characters with the

Legion knowledge class feature gain a +2 synergy bonus to this check, or they can use their Legion knowledge class ability instead of a Knowledge check.

DC	Results
10	The Woods of Lahue are the home of the green dragonlord Fume. A tribe of ferocious cannibals also lives there.
15	The Lahutian nomads practice ritual sacrifice in order to gain strength from their enemies. The green dragon Fume is a reclusive and rarely-seen wyrm who hates intruders.
20	Fume's dragon name is Lorrinar, and he hails from the same world as the Dragon Overlords. He and the red dragon Cinder are blood enemies and locked in a stalemate.
25	The Legion of Steel is active in the area, led by Centurion Gibrana Rentir. She is allied with the dragon and her century is quartered at a keep at the northern edge of the Woods.
30+	Since the majority of the Dragon Overlords are dead, Fume is seeking another place to live, away from the threat of Cinder. There is some sort of connection between the Woods of Lahue and the island of Cristyne, according to intercepted Legion messages. Crude relics found in the Woods match symbols used in ancient Silvanesti carvings and idols on Cristyne.

controversial, links to Fume over the past twenty years. Fume, for his part, allows the Legion to continue to think that he is a lesser evil. This attitude, and the protection it offers, is why the dragon has remained safe from Cinder's violent threats.

TRAVEL IN THE WOODS OF LAHUE

Important Rules:
Overland Movement, Chapter 9:
Adventuring in the *Player's Handbook*; Survival skill, Chapter 4: Skills, in the *Player's Handbook*; Forest Terrain, Chapter 3: Adventures in the *Dungeon Master's Guide*.

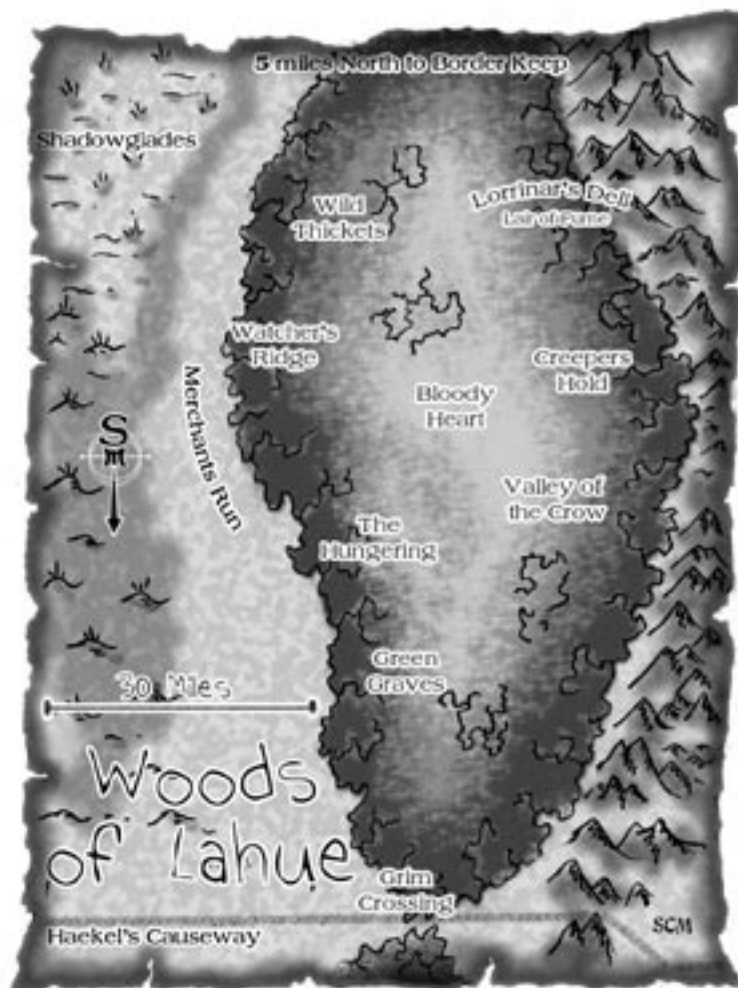
Fume's realm is almost entirely dense warm forest with heavy undergrowth. Occasional areas of medium forest or stretches of light undergrowth can be found, especially near the outer edges. Game trails and hunting tracks are few and far between; the Lahutian cannibals tend to move through the forest canopy on branches as low as ten feet to as high as a hundred feet. The uninitiated, therefore, spend a great deal of time getting hopelessly lost. The following outlines the basic issues facing overland movement in the Woods of Lahue.

TRAVEL BY LAND

The Woods of Lahue region is considered trackless terrain for the purposes of foot or mounted travel (x1/2 speed), although a DC 15 Survival check over the course of a half-hour will allow a character to lead a party along game trails and natural paths at the standard rate (x1 speed). These paths usually only allow about an hour's worth of improved travel before vanishing, at which point another half hour must be spent looking for more trails. Typical travel time is 8 hours per day; nighttime travel in the Woods of Lahue is possible, but the overhead canopy reduces lighting conditions to complete darkness.

TRAVEL BY AIR

Flying over the Woods of Lahue is quite possible, although many of the hardwoods are as tall as 200 feet, making them a fairly notable obstacle to low-flying travelers. As well as



this issue, the Woods are home to many airborne predators that nest in the upper reaches of the trees or within the forest canopy, launching out above the trees to snare unwary passers-by. Fume considers the airspace above his forest to be his, as well. Most intelligent flying creatures with knowledge of the Woods of Lahue don't plot an airborne course over them.

Typical travel time is 8 hours per day with normal or magical flight, as it is just as tiring as other forms of movement and subject to penalties from forced marches. Note that because the heroes are bearing the *Tears of Mishakal*, spells such as *teleport* (Sor/Wiz 5, Travel 5), *ethereal jaunt* (Clr/Mys

7, Sor/Wiz 7), *transport via plants* (Drd 6), or *dimension door* (Brd 4, Sor/Wiz 4, Travel 4) will cause the *dimensional anchor* of the *tears* to activate and leave the *tears* behind.

FEATURES OF THE WOODS OF LAHUE

The Woods of Lahue make up one of northern Ansalon's largest forested regions, covering an area twice the size of Schallsea and second only to the Sahket Jungle of Nordmaar. It is over a hundred miles long north to south and nearly forty miles across at its widest point. It is considered dense warm forest terrain for the purposes of encounters, climate, and other factors that are affected by terrain type. The Astivar Mountains, including Mt. Brego and the Peak of Clouds, are so steeply sloped that ascent from the Woods of Lahue is extremely difficult through most normal means; the Astivars do not feature prominently in this adventure and are not covered here.

WEATHER

During the day, the temperature in the Woods of Lahue reaches in excess of 90 degrees F, even with the dense cover from the forest canopy. At night, it remains warm at 70 degrees F. The air is humid and moist throughout the Woods, often with a distinct chlorine odor from Fume's passage throughout his realm. Mist clings to the undergrowth at night and makes visibility even more difficult. Rain comes often in the warmer months, as

the warm currents from the Turbidus Ocean hit against the Astivar Mountains and moisture collects as heavy rainclouds and fog. For most of the daylight hours, there is a constant drizzle that perpetuates the humidity and leaves little of the environment dry.

FLORA AND FAUNA

As a steamy rainforest in a fertile region of Ansalon, the Woods of Lahue are abundant with both plant and animal life. Hundreds of varieties of birds and insects live among the forest's dominant hardwood trees, most of which are mahogany, teak, or cedar. The animals and flowering plants are brightly colored and vibrant. Several species of ape and tailed monkey populate the northern half of the Woods, from smaller primates like gibbons and lemurs to larger apes like chimpanzees and dire apes. The girallon, possibly the ultimate expression of the ferocious primate, is found more in the southern reaches of the Woods, but occasionally wanders north for food.

Carnivorous plants are also a feature of the Woods of Lahue, and many varieties of tree and bush are poisonous or otherwise dangerous to the unaware. The Lahutian nomads make extensive use of these plants and herbs for their poisons and traps. Some of the plants, such as the giant sundew, are truly monstrous. Tendriculous and assassin vine plants are rare but can occur closer to the south.

RANDOM ENCOUNTERS

The chance of a random encounter checked once an hour during the day or night is 15%. In the dense rainforest, encounter distance is 2d6 x 10 feet. Heavy undergrowth and thick mist provide concealment and hinder movement, although 1 in 4 encounters will occur in light undergrowth or medium forest. The near constant rain, drizzle, or mist results in –2 penalty to all Spot and Search checks, and the noises of the forest combined with the oddly muffled echoes in mists increase all Listen check DCs by 2 for every 10 feet, rather than 1.

Statistics may be found in the *Monster Manual* or in Appendix Two: Characters and Creatures. Encounter details are described below:

Advanced Digesters: These Large 14 HD digesters are part of Fume's carefully-planned ecology of rainforest

d%	Encounter	Average EL
01-10	Legion of Steel patrol*	16
11-25	Harpy archers (2d4)	15
26-35	Advanced digesters (2d4)	14
36-60	Lahutian band (2d6)	13
61-75	Advanced girallons (1d3+3)	14
76-90	Rakshasa sorcerer*	15
90-00	Fume	16

* Unique encounter. Reroll if this entry has been encountered before.

wildlife. Due to his immunities, Fume feels comfortable letting these acid-spitting beasts roam loose in the Woods to control population. Their sole purpose is to hunt and kill anything larger than a goblin, which means they and the Lahutians often run afoul of each other.

☞ **Advanced digesters (2d4):** hp 161, see page 287.

Advanced Girallons: Fume permits these Huge 13 HD specimens to live and breed in small numbers throughout the Woods of Lahue for much the same reason as he permits other large predators: defense and population control. The girallons typically hunt smaller apes and keep the numbers of digesters and vermin such as spiders to manageable numbers. When encountered, they are usually in the trees, coordinating their attacks by dropping down, harassing the heroes, and trying to snatch away at least one victim for a long, drawn out meal elsewhere.

☞ **Advanced girallons (1d3+3):** hp 130, see page 287.

Fume: This is an encounter with the Green Recluse himself. For more information on staging an encounter with Fume, see "Adventure Site: Fume's Lair" on page 42.

Harpy Archers: These winged marauders are not actually allied with Fume, but he is aware of their presence in the outermost section of his forests. The harpies hail from the Astivar Mountains and come down into Fume's territory to hunt apes and waylay travelers along Haekel's Causeway. Each considers herself an elite hunter, treating her quarry as a personal mission of confidence, usually at range. Insulting or defeating a harpy archer will be seen as a grave offense by her sisters.

☞ **Harpy archers (2d4):** hp 103, see *Monster Manual*.

Lahutian Band: This encounter is a typical ambush by Lahutian cannibals, eager to capture the heroes and drag them back to one of their ritual shrines (see "Adventure Site: Mouth of Endless Hunger," page 44). The Lahutians do not speak Common and do not attempt to engage the player characters in any form of discourse. They will simply make a concerted and coordinated attack on one of the weaker members, seeking to render him or her unconscious, and then depart with the victim.

☞ **Lahutian nomad elite warriors (2d6):** hp 60, see page 289.

Legion of Steel Patrol: This is Centurion Gibrana Rentir's elite patrol, en route to Fume's lair or one of the meeting points she and the dragon have established. If the heroes have not yet encountered the centurion, refer to the notes about interacting with her in the "Adventure Site: Border Keep" section. If they have met her already and she is still alive or active, she will offer to escort the heroes out of the Woods and to Haekel's Causeway. She will once again request that the heroes hand over the *dragonlance* out of concern for the ongoing problems with Cinder, but she will not provoke a fight. One hour after this encounter, the heroes have a 25% chance of an encounter with Fume, who has been following Centurion Gibrana's progress as usual. See "Adventure Site: Fume's Lair" for details.

☞ **Legion of Steel elite warriors (8):** hp 51, see page 289.

☞ **Gibrana Rentir, commander:** hp 94, see page 283.

Rakshasa Sorcerer: This creature is Bhutamadyavha, a rogue rakshasa and former disciple of one of the mighty rakshasa princes who serve Nuitari in a nightmarish border realm close to the Abyss. Bhutamadyavha has made overtures towards Fume, promising the great green serpent many magical secrets, one of which is a pathway through the Gray to the homeworld of the Dragon Overlords and other alien dragons. The rakshasa has no such secret, but he is biding his time and bargaining with Fume while looking throughout the Woods of Lahue for magical artifacts. If the heroes encounter him, he will seize upon the opportunity to capture the *dragonlance*, the *Tears of Mishakal*, or any other powerful or unidentified magical device, then flee deeper into the forest.

☞ **Bhutamadyavha, rakshasa sorcerer 5:** hp 81, see page 280.

ADVENTURE SITE: BORDER KEEP

Located on a flat-topped hill about five miles north of the Woods of Lahue and surrounded by grassy plains crisscrossed with ancient stone fortifications is the aptly named Border Keep. Once the tower of a wizard named Jorjan, it was taken over by the Knights of Takhisis during the leadup to the Chaos War. The Legion of Steel won it from the Dark Knights with only a minor struggle during the Dragon Purge. It has since served as Centurion Gibrana Rentir's base of operations and a monitoring station for activity to the south, east, and west of the border with Nordmaar.

The Keep itself is a two-story stone tower with windows on the upper level facing in each of the cardinal directions. On the tower's roof, which is lined with stone machiolations, a pair of catapults mounted onto pivots provides some defense against attackers. The tower is surrounded by smaller buildings, including barracks, storehouses, a greenhouse, kitchens, and other support services, all of which are located on the hilltop. An inner

wall of sturdy hardwood posts surrounds these buildings; a single gate opens onto wide steps cut into the slope of the hill. At the bottom of the hill is a 10 ft. wide moat filled with brackish water and crossed only by a drawbridge built into a stone moathouse. The moat features a bristling wall of sharpened 8 ft. stakes on the inner shore at the base of the Keep's hill.

GETTING TO BORDER KEEP

The heroes will see Border Keep from several miles away. The Legion does not take steps to keep it hidden or secret, and so once the heroes are within 5 miles of the location, they will catch sight of it in the distance. It is difficult to approach the keep without being spotted by the Legion scouts (fighter 1/rogue 1) who stand as sentinels at the top of the tower, but the heroes may have several options up their sleeves, considering their high-level abilities.

The Legion has cleared all of the meadow surrounding the hill of cover and obstacles to a distance of about 330 feet. This is three full range increments for a longbow but only two for the Keep's light catapults. The approach to the moathouse will be without incident unless the heroes are obviously trying to stage an assault.

PEOPLE TO MEET IN BORDER KEEP

The first contact the heroes have with the Legion of Steel in this adventure may be with the guards posted at the gatehouse of the Border Keep. Six Legionnaires (warrior 1) with two elite Legionnaires (fighter 3/rogue 3/Legion warrior 2) are posted when the heroes arrive. One elite Legionnaire, with two of the other Legionnaire guards, will ride out to meet the heroes and ask their intentions. Assuming the heroes do nothing rash, they will be searched briefly, their names and places of origin taken, and then escorted up to the Keep.

Centurion Gibrana Rentir may know about the heroes in advance—you may choose to assume she does from

BORDER KEEP

🏰 **Border Keep (Hamlet):** Nonstandard; AL NG; 2000 stl limit*; Assets 9,000 stl; Population 90; Mixed (71 humans, 9 half-elves, 5 elves, 3 dwarves, 2 kapak draconians).

* This number is artificially higher than a standard community of this size, because the Keep is a Legion outpost and well funded.

Authority Figures: Gibrana Rentir (NG female civilized human fighter 6/rogue 3/Legion warrior 6) is Centurion of the Qwalmish Legion, assigned to the Woods of Lahue and the border between Estwilde and Nordmaar.

Important Characters: Namuth Finn (NG male civilized human fighter 4/rogue 4/Legion warrior 2), Gibrana's second-in-command; Moryl Ashcaller (LG female half-elf rogue 7/sorcerer 4/Legion sorcerer 1),

Legion arcanist; Enkiz of Teyr (N female kapak rogue 2/mystic 6 of Restoration/Legion mystic 3), Legion physician.

Factions: Legion of Steel—Border Keep is a Legion of Steel faction location with a couple of twists, the most significant of which is that this Legion century is very much in league with the great wrym Fume. Winning points with the Legion here may prove difficult unless the heroes hand over *Huma's Dragonlance* to Gibrana.

Qwalmish Legion—The Legion century based at Border Keep consists of the following, most of whom are human: fighter 3/rogue 3/Legion warrior 2 (8), fighter 2/rogue 2 (10), fighter 1/rogue 1 (14), warrior 1 (55).

Legion reports from the east in Khur and parts north or from other sources. If you'd rather she form her own opinion of the party from interaction, she will assign her arcanist Moryl Ashcaller to talk to them in a briefing room while she observes through spyholes in the next room. Gibrana will be most interested to hear about the heroes' possession of a *dragonlance*, for she has been tasked by Fume to acquire one, and the Legion in Estwilde (based in Throt and Firstwal—see **Chapter Two: Fires in Throtl**) is always seeking new assistance against Cinder. If the heroes offer to help in some way, Gibrana requests the *dragonlance*. If they do not part with it, she requests that they at least travel south to meet with the Legion in Cinder's realm, and she will escort them through the Woods of Lahue to Haekel's Causeway in return. She suggests stopping in Kalaman to meet with Legion cell commander Etharion Cordaric if they need additional help or support.

As well as Gibrana Rentir and Moryl Ashcaller, the heroes will have a chance to meet Enkiz, a draconian Legionnaire—an increasingly common sight in the Age of Mortals. Enkiz is a skilled mystic and healer and will offer to assist if the party is in need of her services.

THINGS TO DO IN BORDER KEEP

It is completely up to you to determine how you use Border Keep and what role it plays in this adventure. Gibrana Rentir can be a valuable ally and contribute to the party's faction rating with the Legion or she can be a foil for the heroes, trying to get the *dragonlance* from them even if it means using underhanded measures. Her century is loyal to her, believing in her approach to the Legacy. Alternately, her second-in-command, Namuth, might have doubts about the relationship the centurion has with the green dragon and seek the heroes' help in challenging Fume directly. Because the player characters are highly experienced and capable, as well as famous, they should be center stage in this scenario whatever the outcome.

You might simply want Border Keep to be a place for the heroes to stay, get information about the Woods of Lahue, and rest up. That's just as valid and doesn't distract the party too much from their mission to get to Kalaman. Expand the Border Keep as needed and remember to note how the heroes treated the Legion for the purposes of their faction rating, as follows:

Attack/assault Legionnaires without warning: −3 LS, −1 KS, +2 KN

Rebuke or insult Centurion Gibrana or refuse assistance: −1 LS, +1 KS

Provide information to Legionnaires about current events: +1 LS

Offer help to Legion of Steel with Cinder or Fume: +2 LS, −1 KN

Give Huma's Dragonlance to Legion of Steel: +3 LS, −2 KS, −1 KN

Border Keep is also a good place for the heroes to run into Rasca, the Calantine scholar (see the sidebar "Signposts: Meeting Rasca," page 46), which they will need to do before they reach Kalaman.

LEAVING BORDER KEEP

The heroes might leave Border Keep alone or with an escort. The Woods of Lahue are a hundred miles long, and even the shortest route for the heroes will involve skirting the western edge of it to avoid heading too deep into the rainforest. The Legion can provide trail maps that will add a +2 circumstance bonus to any Survival checks in the Woods of Lahue. The Legion cannot offer any magical assistance outside of what Moryl and Enkiz can provide, but they will gladly send along word to other Legion outposts (including Kalaman) or perform other services after the heroes leave. If the heroes request an escort, Gibrana will take eight elite Legionnaires and accompany the party south. If the heroes go alone, they might run into Gibrana Rentir in the Woods later as a random encounter.

TRAVEL		
From Border Keep	Kalaman (140 miles*)	Fume's Lair (25 miles)
Walking (20')	13 ¼ days	3 ¼ days
Walking (30')	9 days	2 days
Horseback	6 ¾ days	1 ¼ day
Flight (40')	4 ½ days	6 hours
* Includes 60 miles of dense forest, 50 miles of hills, 30 miles of highway.		

ADVENTURE SITE: FUME'S LAIR

The alien green dragon Lorrinar, known to the mortals of Krynn as Fume, maintains a single lair within the Woods of Lahue. The lair consists of a grove of mighty hardwoods surrounding a very deep and clear pool in the limestone bedrock at the foot of one of the sheer cliffs of the Astivar Mountains. Like the rest of the Woods, Fume's lair is damp, dense with vegetation, and smells of chlorine. Unlike the rest of the Woods, however, there are few animals larger than a rat or bird living in a mile's radius of Fume's toxic dell.

This adventure site is provided in the event that the heroes seek the wyrm out, as well as to give some general information about an encounter with the Green Recluse in his own environment. It's also possible that the heroes will return to the Woods of Lahue later, as part of their time in Estwilde and Throt, because of the ongoing feud between Fume and the red dragon Cinder.

GETTING TO FUME'S LAIR

Finding Fume's lair is difficult but not impossible. Fume leaves few tracks, but the party might make use of many different methods to locate the lair or the dragon himself. Each morning, Fume casts *detect scrying* so that anybody using divination magic to pinpoint his location (or that of his lair, while he is present) will alert him to their efforts. Fume's many other mundane and magical warning systems around the Woods of Lahue, from creatures and minions to *guards and wards* and *alarm* spells placed at



intervals in proximity to his lair, will all make approaching the lair challenging.

The lair is 25 miles from Border Keep; rough travel times are given under “Leaving Border Keep” earlier in this chapter. If the heroes are escorted or accompanied by Centurion Gibrana Rentir and her Legionnaires, Fume won’t send anything dangerous to meet them. If they approach alone, or with other armed forces (such as Dark Knights or Knights of Solamnia), Fume will dispatch a Lahutian band to slow them down. When they are within a mile of the Lair, Fume will dive into his pool and *scry* from beneath the surface.

PEOPLE TO MEET IN FUME’S LAIR

Lorrinar is the only intelligent creature in his lair or in the immediate vicinity unless Centurion Gibrana is paying a visit. Thus, he is the only creature the heroes will meet when they make it this far. Use the following information not only for encountering Fume in his lair, but also for when Fume is encountered in the Woods of Lahue as a random (or not-so-random) encounter.

Fume is an very powerful opponent, much stronger than the heroes have any reasonable chance of dealing with at this stage in their careers, even with the assistance of *Huma’s Dragonlance*. For this reason, Fume’s presence in this adventure is primarily as a plot device to drive the story forward when necessary. All encounters with him will be geared towards providing or extracting information, driving the heroes from his lair, or testing their capabilities.

If Fume is trying to extract information from the heroes or is being sought out to provide information, he

will open a parley to the heroes by first using his *staff of transmutation* to assume the *polymorphed* form of a tall, green-cloaked elven man with fey-like features. Calling up a rolling fogbank from the undergrowth, he will *teleport* within audible range and address the heroes. Fume is not a benevolent or kindly dragon by any means; he is malicious, cruel, cunning, and scheming. However, he is also very intelligent and understands the value of communication and gathering information, so he will offer an equitable exchange of questions and answers for as long as it suits him. If the heroes become aggressive or insulting, threaten him with the *dragonlance*, use spells or items, or otherwise break Fume’s specific view of polite hospitality, the dragon will shift immediately back into his true form and attack. Otherwise, he will thank the heroes for leaving him alone in the future and aiding his allies in defeating the threat of Cinder to the south.

If Fume is aiming to test the heroes or drive them off, he will use ranged attacks that keep him as far away as possible from melee combatants or anyone using the *dragonlance*. He expects that, if they are prepared for him, they will have taken measures to protect themselves from acid, and will therefore have no misgivings about breathing his cone of corrosive chlorine as often as possible for the first four rounds. When not breathing on the heroes, he will use *cloudkill* and spells like *mass charm*, *dominate person*, and *suggestion*. If forced to, Fume will move in close enough to use his bite (combined with Power Attack) then withdraw or *teleport* away. Fume has no interest in killing the heroes, although if the party attacks him or seeks to kill him, he will do what he must. He is more likely

WHAT DOES FUME KNOW?

If the heroes manage to speak with or question the Green Recluse, he might be persuaded to part with some information, assuming that the heroes don't try to use him as a target for *Huma's Dragonlance*. As well as the general information about current events included in the "Gathering Information in Kalaman" section on page 48, here are a few more choice details Lorrinar can share:

Have you seen Gilthanas?

"The elf was here recently, more than a week ago. He is one of Gellidus' pawns, and I want nothing to do with him or his White master. I only want to be left alone. Gellidus has no offer that I would accept; that serpent is a brute."

What is your relationship with Frost?

"We are not allies. I courted an alliance with Beryllintranox, but now she is gone, slain by elves. I grow tired of elves, demands, and talk of alliances. I want to be left alone in my woods."

What is your relationship with Cinder?

"Fenalysten is a violent thug. It is my hope that the Legion of Steel will take care of him. He attacks the highway in the south of my realm and desires the mountains above my trees. He seeks only conquest, where I seek only solitude. Had I the chance, I would kill him, but no chance exists, and so I remain."

What is your relationship with the Legion of Steel?

"They know when to stop asking questions and leave me alone. They know that I will protect myself from any threat, and thus, they help me to do so. I have no quarrel with them, for as long as they have no quarrel with me."

Are you planning on leaving? What do you have to do with Cristyne?

"If I could find somewhere where I could be even more alone and isolated than I am now, I would. But there is nowhere. With Gellidus gone, I could perhaps live on the island near his realm, the island of the elves. But it is full of elves. I grow tired of elves."

to capture and interrogate or torture a hero than kill him outright.

If Fume takes more than 100 points of damage, or suffers from ability damage or effects that reduce his capabilities, he will retreat. For the remainder of the heroes' time in the Woods of Lahue, the chance of a random encounter with Fume's various minions will increase to 60% each hour. In addition, the Legion of Steel will soon discover the attacks and the heroes' faction rating for the Legion will drop by 2.

☞ Fume, great wyrm green dragon: hp 551, see page 284.

THINGS TO DO IN FUME'S LAIR

Other than talk to or stage an attack upon Fume, there aren't many other opportunities for adventure in his lair. Fume has an impressive stockpile of magic items, but he doesn't keep them all in one place. Caches of magic are scattered about the Woods of Lahue, some of them in Lahutian ritual sites (see "Mouth of Endless Hunger") and others high in the Astivar Mountains in caves or crannies. If the heroes do manage to overcome Fume, or sneak past him and into the 100 ft. deep pool in his lair, they will find a portion of the Green Recluse's hoard.

Sealed beneath a permanent *wall of force* at the bottom of the pool is Fume's personal treasure cache. The *wall of force* has created a watertight chamber, 50 ft. wide and 40 ft. tall, filled with coins and assorted items: 9,780 stl; 550 platinum pieces; an urn containing six 500 stl deep blue spinels, four 1,000 stl emeralds, and a pair of 3,000 stl jacinths mounted in a fairly cheap gold clasp (50 stl value); a +2 *heavy steel shield*; a +1 *wild light wooden shield*; a +1 *keen halberd*; a pair of +2 *light maces*; a set of *drums of panic*; and a *cape of the mountebank* folded around a spellbook containing the following 7th-level spells: *delayed*

blast fireball, *mass invisibility*, *project image*, *reverse gravity*, and *shadow conjuration*.

LEAVING FUME'S LAIR

Getting out of Fume's lair alive will depend on what the heroes did to get there. Certainly, escaping with Fume's treasure will be a monumental undertaking, especially if he isn't dead yet. If Fume let the heroes go, he will make sure that his various minions and forest allies will not-so-subtly nudge the heroes in the direction of the outside world. Otherwise, he and his servants will chase the heroes all the way to the edge of the forest, perhaps leaving them with a reminder of the dangers of bothering a dragon in his home.

ADVENTURE SITE:

MOUTh OF ENDLESS HUNGER

The Mouth of Endless Hunger is an example of one of the dozens of Lahutian ritual shrines scattered throughout the Woods of Lahue. You can use it to introduce part of the mysterious connection the Lahutian cannibals have with the ancient elves and Sylviana, or you could simply use it as the destination for any Lahutian band that manages to kidnap a player character.

The Mouth is a ring of standing stones carved directly out of the bedrock, pitted and worn from thousands of years of exposure to the humid air of the Woods of Lahue. The stones surround a bowl-shaped depression twenty feet wide lined with chunks of green-veined rock. At the bottom of the depression is an altar covered in grisly stains. What appear to be crudely carved symbols of Nestari—ancient elven script—cover the standing stones and the altar. Any character that succeeds at a DC 30 Decipher

Script check, uses magic such as *comprehend languages*, or actually reads Nestari as a known language will be able to make out references to “endless hunger,” “strength of my enemies,” and the word “Wichtlani.” The latter is a very ancient Nestari term that (DC 30 Knowledge [religion]) refers to the undead state of existence perpetuated by those gripped with vengeance or spite; it lends its name to the wichtlin, a form of undead elf.

GETTING TO THE MOUTH OF ENDLESS HUNGER

You can simply decide that any random encounter with the Lahutians means that the heroes have come across the Mouth of Endless Hunger or that the Mouth of Endless Hunger is where kidnapped characters are taken. It’s a drop-in encounter and has no marked location on the map. There are no significant landmarks or tell-tale signs around the Mouth, but heroes who are tracking the Lahutians might be able to follow them directly to the site.

PEOPLE TO MEET AT THE MOUTH OF ENDLESS HUNGER

The Mouth is never without at least four Lahutian cannibals, though there are usually more. If the heroes arrive at the site as part of a random encounter or drop-in scene, there will be 2d6 Lahutians present. If the heroes track a band to the site, there will be 2d6 additional Lahutian cannibals at the Mouth. Occasionally, the rakshasa sorcerer Bhutamadyavha attends one of the Lahutian rites, purely out of scholarly interest. He will observe from a short distance and will not join in if the heroes launch an attack unless he himself becomes a target.

☞ Lahutian nomad elite warriors (2d6): hp 60, see page 289.

THINGS TO DO AT THE MOUTH OF ENDLESS HUNGER

The primary event at the Mouth of Endless Hunger is a Lahutian cannibalistic ritual which should unnerve even the most hardened adventurer. Lahutian poison strikes the central nervous system and reduces Dexterity (see stat blocks in Appendix Two: Characters and Creatures); the

Lahutians never indulge their grisly tastes on dead victims, preferring to wait until they are immobile but still alive. Because of this, the heroes will probably be able to show up just in time if the victim happens to be another player character or NPC. Lahutians who have their sacred meal disturbed by the heroes will be enraged and stop at nothing to punish the offenders, possibly leading to a pitched battle around a helpless victim.

If the heroes manage to overcome their ravenous opposition and question one or two of them, they might be able to learn a little more about their culture and the sacrificial altar covered in symbols. Spells such as *detect thoughts*, *charm person*, *dominate person*, and so on are appropriate. The Lahutians know that generations ago their ancestors fought alongside the Queen of the Ravenous Crow, who taught them their ways and revealed to them the Endless Hunger. Although the White and Gold Shaman in the East tried to destroy them all, they survived. Then the Great Fire consumed the White and Gold Shaman, and the Great Walls of Stone rose up to protect their people. Now, they await the return of the Queen of the Ravenous Crow as the signs had foretold.

A DC 30 Knowledge (religion) check will allow a player character to deduce that the Ravenous Crow is Chemosh, the White and Gold Shaman is the Kingpriest, and the Great Fire was the Cataclysm. Who the Queen of the Ravenous Crow is cannot be determined, although spells such as *legend lore* will at least provide her name (Sylvyana

the Ghoulish Queen), assuming the heroes are prepared to wait for the spell to be cast. The information provided by the Lahutians still only counts as “detailed information” (1d10 days casting time). For more information on Sylvyana, refer to Chapter Four: Darkness Over Cristyne.

The Mouth of Endless Hunger is also one of Fume’s hiding places for his magical hoard. Underneath the altar, in a 3 ft. long iron box locked with an *arcane lock* (CL 17), are the following items: *ring of chameleon power*, *ring of minor cold resistance*, *wand of acid arrow* (CL 10, 20 charges), *wand of contagion* (CL 10, 18 charges), *bracers of defenselessness*, a *silent metamagic rod*, and a *folding boat*.



SIGNPOSTS: MEETING RASCA

RASCA the Calantine scholar is a half-kender who plays a pivotal role in this adventure thanks to his mastery of the Calantina. This dice-based parlor game of Estwilde is also an uncannily accurate, if controversial, fortune-telling method. The chapter entitled *The Dragon and the Elflord* provides more detailed information about the Calantina (see page 17). This sidebar deals with what happens surrounding a Calantina session, the first time the heroes meet Rasca.

At a point determined by you, preferably before the heroes arrive in Kalaman (in Ohme, Border Keep, on a ship from Pentar, etc), read or paraphrase the following:

The clattering of dice alerts you to the presence of a slightly built figure sitting cross-legged several yards away. The figure wears a colorful headscarf to keep his straw-colored hair out of his thin, narrow face. His ears are slightly pointed, and his chin sports a goatee in the manner of Estwilder gamblers. In his lap is a dog-eared book or journal, stuffed with bookmarks and sheets of folded paper. He scoops up the wooden dice, squints in your direction, and says, "Oh, there you are. I was expecting you weeks ago."

The individual introduces himself as Rasca. He says that as a Calantine scholar, he spends most of his time rolling the wooden 12-sided dice and consulting his book for answers to life's mysteries. Some time ago, curious references to a party of heroes began to come up in the course of his personal readings and those he conducted for others; the messages even interrupted his dreams. He has made his way to the location where the heroes meet him, largely due to signs in the Calantina, and he offers to read their fates for them, free of charge

(although donations are gratefully accepted).

Rasca stresses that this is more of an information service, not a divination. He doesn't claim to be a prophet, just a messenger. His faith is in Gilean, but he is not a priest; if asked, he will confess that he finds the gods more interesting as archetypes than as beings to feel scared of or intimidated by, and he hasn't felt any calling to the priesthood. His kender mother was a mystic on Schallsea, he says, and his father was a pilgrim from Estwilde. He's spent most of his adult life in the north, traveling from town to town, helping people learn more about their lives.

To conduct the reading, refer to the Calantina instructions and rules in *The Dragon and the Elflord*. Rasca is something of a showman, so play up the gypsy-like atmosphere a little in this encounter. If the heroes have questions, Rasca usually shrugs and says, "I only know what the dice tell me."

When he's done, Rasca packs up his dice and his book and apologizes for not being able to come with them. He says that he is certain their paths will cross again and when they do, he'll do another reading for them. "Find the elf," he says, "and find those other skulls. Then we'll talk." The half-kender departs at the next opportunity; in the mean time, he finds somewhere to catch some sleep, using his knapsack as a pillow. The heroes will meet Rasca again in Chapter Seven: *The Fury of the Gale*. See "Signposts: Rasca Redux," page 230, for more information.

Creatures: This is one possible interpretation of the Calantine scholar; you may choose another or leave out his statistics entirely. You might even decide that Rasca is an aspect of Gilean or Zivilyn. This adventure assumes the following basic profile with more details in Appendix Two: Characters and Creatures.

☞ Rasca, Calantine scholar: hp 55, see page 286.

LEAVING THE MOUTH OF ENDLESS HUNGER

Once the heroes have freed any kidnapped victims, eliminated any raging Lahutians, questioned any prisoners, or studied the standing stones, they should have little trouble finding their way out of the site and back into the Woods of Lahue. Any major battle at the Mouth of Endless Hunger will no doubt attract the attention of Fume, who abhors such conflict in his realm. For the next 3 hours, any random encounter will be with Fume (40%) or more Lahutians (60%).

THE LORDCITY OF KALAMAN

Kalaman, the destination for the heroes in this chapter, is one of the most important ports of the North. It sits at the mouth of the Vingaard River alongside a deep harbor that can accommodate almost any sailing vessel in Ansalon. Enjoying a period of unprecedented growth in an already prosperous economy, the cosmopolitan city has avoided

being grouped into the rising Solamnic restoration and holds tightly to its freedom and independence.

Kalaman is the first major populated center the heroes will have encountered since departing the Dragons' Graveyard and discovering that four months have passed in their absence. Thus, not only will arriving in Kalaman help to move the heroes on to the next stage of the story, it will also give them a chance to take a breath, acquire new equipment and training, assess their options, and begin to establish their faction influences. The heroes are being watched, however, and their time in Kalaman will not be without incident.

HISTORY OF KALAMAN

The story of Kalaman begins with a fishing village in an ideal location. As the regions of Knightlund and Solamnia became more popular destinations for Istaran merchants, the little village at the mouth of the Vingaard also became

more populous. Istar fed Kalaman's economy, supported its establishment as a key port, and enjoyed the benefits of the village's development into a major city. Kalaman was set to rival Palanthas, but the first of many tragic blows to the city occurred when the Kingpriest's folly led to the destruction of Istar and the horrors of the Cataclysm.

The Lordcity's noble rulers, descended from Solamnic nobility, refused to let war, plague, and famines keep it from its glory. Trade flourished despite the Age of Despair and, though the region became known as Nightlund for its grim master, Lord Soth of Dargaard Keep, Kalaman retained its position as a major port. Even when the Dragonarmy forces swept in and took the city near the beginning of the War of the Lance, killing off its noble leaders and displacing many other families, the merchants continued to act as its lifeblood. These guilders and ship-captains cheered as Gilthanas-Kanan, a Hero of the Lance, joined his legendary sister Laurana in liberating the city from the Highlords, and they backed the elflord wholeheartedly when he became Governor.

Gilthanas was Governor of Kalaman for many years, fostering new growth and a return to pre-Cataclysmic glory and rebuking attempts by Dragonarmy remnants to reconquer the city. However, the elf's beloved, the dragon Silvara, began to sense a widening rift in their relationship as Gilthanas spent more and more time dealing with government issues. Their celebrated romance and partnership seemed doomed; when Silvara finally left him, it took Gilthanas several weeks to realize she was gone. Gilthanas departed, horrified by what he had become,

leaving the city in the hands of a series of competent nobles. Nevertheless, these men were unable to prevent the Knights of Takhisis from taking over the city, enslaving the population, and killing those who resisted.

Even after the Chaos War, the region of Nightlund remained troubled. A dark cloud of shadows extended from Dargaard Keep and plunged Kalaman into a state of permanent twilight. Undead rose from graves, and more of the city's population fled. A brief return of Gilthanas to the position of governor failed to lift the city out of its darkness; the elflord was searching for his lost love, and the desperate forces within the city's leadership who sought to keep him there were unable to convince him to stay. Gilthanas moved on, politics shifted, and the former head of the militia rose up to take the combined mantles of governor and Lord Mayor.

The War of Souls brought major changes to Nightlund. Lord Soth and the Queen of Darkness are no more. With them went the perpetual twilight. Hope springs again in Kalaman. So many of its people had been taken, or forced to leave, that it began again as little more than a ghost town. However, Governor Genton has opened the doors to the beknighted city; the returnees and refugees seeking new lives in the north have brought much-needed trade and business to the city's famous open-air market. The port is once more full of tall-masted ships, and the Holy Orders of Shinare and Mishakal have laid a firm claim on the hearts of the people. Freedom, from the domination of Dark Knights, corrupt politicians, supernatural forces, and constant fear, is now a reality in Kalaman.

KALAMAN

🏰 **Kalaman (Small City):** Conventional; AL LN; 15,000 stl limit; Assets 5,587,500 stl; Population 7,451; Mixed (73% human, 8% dwarf, 5% kender, 4% half-elf, 3% elf, 2% gully dwarf, 2% minotaur, 1% gnome, 1% half-ogre, 1% other).

Authority Figures: Lord Ramnulf Genton (LN male civilized human fighter 12), Governor of Kalaman; Lord Migel Aurrafil (LN male civilized human noble 10), Advisor to the Governor; Mark Oxhorn (NG male civilized human fighter 8), Sheriff.

Important Characters: Father Jon Bolitho (LG male civilized human cleric 13 of Mishakal), High Priest of Mishakal; Lady Jennetta Aurrafil (LN female civilized human noble 3/cleric 10 of Shinare), Mistress of the Light of Shinare; Cilvar Huntaway (N male nomad human barbarian 3/wizard 4/wizard of High Sorcery 4), Proprietor of Cilvar's Mageware; Ekatrine of Five Veils (LE female civilized human rogue 9/assassin 2), Guildmistress of Escorts; Shala Mer-Kane (NG female civilized human rogue 6), Cartographer; Amroh Oakseed (CG male Qualinesti elf mariner 15), Proprietor of Emerald Mermaid Supplies.

Factions: Brass Tigers—Highest-paid mercenary

company in Nightlund; Ergothian Merchant Marine—Establishing stronger ties between Gwynned and Kalaman; Knights of Solamnia—Progressive faction allied with Holy Order of Shinare; Legion of Steel—Keeping watch on Solamnic circle, allied with Brass Tigers.

Faction Leaders: Gwynneth Cordaric (CG female civilized human rogue 8/ranger 6), Captain of the Brass Tigers; Captain Tristan Elderwood (LN male half-elf mariner 7/sorcerer 3/mystic 3), Ergothian Merchant Marine agent; Sir Pryam Torment (LG male civilized human noble 3/fighter 3/Knight of the Sword 6), Solamnic Circle Commander in Kalaman; Etharion Cordaric (CG male civilized human fighter 8/rogue 2/Legion scout 2), Legion Cell Commander in Kalaman.

Kalaman Militia—Commanded by Mark Oxhorn and his two seconds, Aiden Rilfort and Ernst Thorpe (both NG male civilized human fighter 6), the Kalaman militia is predominantly human and armed with banded mail, mwk short swords, and mwk glaives: warrior 4 (4), warrior 3 (4), warrior 2 (8), warrior 1 (644)



GETTING TO KALAMAN

There are two primary means of getting to Kalamán in this adventure: by land or by sea. The overland route, regardless of which path the heroes take, eventually leads to Haekel's Causeway and the Warrior's Gate. The sea route puts the heroes in the harbor, disembarking on the docks, and entering the city through the Harbor Gate. Because the city is surrounded by farmland, orchards, an estuary, and many smaller fishing villages along the Vingaard River, people are often met outside the walls and civilization will be obvious from as far away as six miles. If asked, any commoner or simple merchant will be able to point the way to Kalamán: "Just look for the Palace, the walls, the temples, and the really, really happy people."

After the heroes emerge from the Shadowglades or the Woods of Lahue, the land around Kalamán is predominantly warm hills terrain. Once the heroes reach Haekel's Causeway, travel should be uneventful and free of incident.

ATTITUDES IN KALAMAN

As a city enjoying bountiful harvests, excellent trade, and a renewal of fortunes, Kalamán has a surfeit of pleasant and amiable folk. Unless otherwise indicated, or if the heroes make complete fools or unwelcome guests of themselves, residents of Kalamán will be Friendly. Most shopkeepers and service providers will be Helpful if the heroes are polite and not Dark Knights or evil wizards. Solamnic knights, Legionnaires, White or Red Robed wizards, and other members of organizations are all being treated fairly well. Clerics of Shinare and Mishakal enjoy additional respect in Kalamán, and all Charisma-based skill checks or ability checks used by clerics of these two gods gain a +2 circumstance bonus.

FEATURES OF KALAMAN

Kalamán is a walled city that surrounds a deepwater harbor at the point where the Vingaard River empties into Kalamán Bay. Breakwaters extend out from the shore and end in beacons that light the way into the harbor and to the docks. The docks themselves are long and spaced at wide intervals to accommodate both large and small vessels, and the waterfront is lined with warehouses and customs offices. The Lords of Kalamán long ago determined that allowing taverns, restaurants, boarding houses, and brothels along the waterfront only invited seedier elements, so Kalamán is unusual in this regard.

The famous slate-gray city walls are 15 ft. tall with 25-ft. watchtowers spaced every 500 feet. There are four main gates into the city: the Main Gate, which leads out onto the road to Solamnia along the Vingaard; the Warrior's Gate, which opens onto Haekel's Causeway for those headed towards the Astivar Mountains; the Harbor Gate, which is the entrance to the city for those who come into port; and the Fisherman's Gate, which opens onto the shoreline east of Kalamán and provides access to the bustling fishmarkets. Guard patrols take up posts at the gates and walk the city walls day and night. Each guard patrol consists of six members of the Kalamán Militia (warrior

1) and an officer (warrior 2 or warrior 3), although the Solamnic knights, Ergothian Merchant Marine, and even the Legion of Steel have volunteered their assistance during peak traffic periods or times of threat.

Most buildings in Kalamán are wooden with tile roofs. A few are built at least partially from brick, while a number of expensive homes, temples, barracks, and the Palace are granite and marble. In the poorer areas of Kalamán, located in the northwestern corner, the majority of the buildings are three- or four-story tenements or apartments. The residents pay rent to landlords who live in the affluent areas to the south of the Palace, where homes are no more than two-stories tall.

Kalamán's main streets are clay with once-paved sidewalks on at least one side of the street. In many places, the stone has been replaced by wooden planks or is absent altogether. Wagon wheels have left deep ruts in the streets, which even the spring rains don't completely eliminate. Colorful flags, pennants, awnings, and banners greet those who arrive through the gates and travel along one of the main thoroughfares of the city, but further into the poorer quarter, the flags are replaced by laundry; the awnings replaced by wagons missing a wheel and propped up against an abandoned storefront.

GATHERING INFORMATION IN KALAMAN

Having lost what amounts to four months of their lives in the Dragons' Graveyard, the heroes may be very interested in what is happening in the outside world. Kalamán, as a hub of commerce and trade, is the first place they have been where this information is available. What follows is a brief summary of what the heroes might learn from asking around; this particular information doesn't require a Gather Information check.

- The Dark Knights have been driven out of Palanthas by a Solamnic army, and the Jewel of the North is once again free of evil!
- Sable, the Black Dragon Overlord, is dead! She was slain by a mysterious shadow dragon, and her swamp is already beginning to recede in some areas.
- An army of Brutes has taken over the eastern reaches of the Plains of Dust! The Legion of Steel and the Knights of Solamnia report that resistance has halted their advance on the edges of centaur lands for now.
- High King Tarn Bellowgranite has been exiled from Thorbardin! Another Hylar thane has taken the throne, and Bellowgranite now holds Pax Tharkas with his loyal followers.

The following information represents the local gossip and rumormongering in Kalamán itself based on a Gather Information check and an evening, afternoon, or morning spent among the populace. You may also use the Kalamán Information table for the purposes of a mariner's sailor lore check.

A great deal of the chatter mentioned in the table is related to the Temple of Shinare and the events surrounding the past couple of months. The Brass Tigers are, in fact, in town—they appear in the Scene "The Griffon and the Tiger." The gossip about Shala Mer-Kane,

TABLE: KALAMAN INFORMATION	
DC	Results
10	Kalaman is prosperous, and it's all thanks to the work of the Shinarean priests. The Day of Hearing was held recently at the Temple, and many merchants and vendors were blessed by the Lady Jennetta. The Merchant Marine of Ergoth has been arriving on a regular basis, bringing wondrous goods from far-away places.
15	There's a lot less crime in Kalaman than there was when the city was covered in darkness. Luckily the Kalaman Militia can take care of what pickpockets and thieves remain. Even political assassination is a thing of the past! Best keep your coinpurse close to you when walking through the open-air market, though.
20	If it's the Steel Legionnaires you're looking for, try the fishmarkets. If it's Solamnics, visit the Castle. And if it's mercenaries, rumor has it that the famous Brass Tigers are going to be in town – and they're looking for a contract!
25	Shala Mer-Kane went missing recently, and that's not the only strange thing that's been happening. Lady Jennetta is clearly distracted, men in white cloaks have been seen in bars and taverns, and there's talk of the nobles in other cities behaving oddly.
30+	Some of the city's kender and street urchin children report seeing somebody come in through the Secret Way, a hidden passage through the southern wall of Kalaman. The man was dressed in a dark cloak, had an amulet or medallion around his neck, and never said a word. He was met by Ekatrine of Five Veils, who spirited him away in her horse-drawn coach. It wasn't long after this that Shala Mer-Kane went missing and the Mistress of Light at the Temple became anxious.

Lady Jennetta, and Ekatrine is explained to some degree under areas KA3, KA6, and KA7. The white-cloaked men are the Whitescale Society assassins who are in town waiting for their moment to strike (see “Enter the Whitescale Society”).

You may want to expand further on these details or bring the focus towards your own plans for Kalaman, especially if the heroes return to here later (see “Returning to Kalaman”). However, the main purpose of the city in this chapter is to set the stage for the hunt for Gilthanas.

KEY TO KALAMAN

The Lordcity of Kalaman is large, well-populated, and diverse; there are many things to see and do in this new era of relative security. The following entries describe the significant areas marked on the Kalaman city map and provide information on a few of the places the heroes might visit while in the city, especially those that tie into the plot of the adventure.

KA1. CASTLE KALAMAN

The Lordcity's most prominent landmark is its mighty castle located in the middle of the city. The castle is one of the most impressive citadels in the north, surrounded by

strong walls and boasting lush gardens, several glittering towers, and two main wings that once housed Kalaman's lords and Solamnics knights. The castle was taken over by the Dragonarmies during the War of the Lance, serving as Blue Highlord Kitiara's command center for a number of months, and still later it became the residence of Governor Gilthanas and the Lady Silvara. The castle's current resident, Lord Ramnulf Genton (LN male civilized human fighter 12), is in the process of restoring it from years of neglect and damage wrought by the Chaos War and oppressive darkness.

Castle Kalaman has a fairly large staff of servants and officers, including a butler, seneschal, master chef, vintner, stablemaster, and so forth. It is a busy place and active even in the late hours or early mornings. Castle restoration also means that during daylight hours, the grounds are frequented by workers, carpenters, stonemasons, and blacksmiths. Any individual who seeks to infiltrate Castle Kalaman will find a wealth of opportunities to blend in with the crowd.

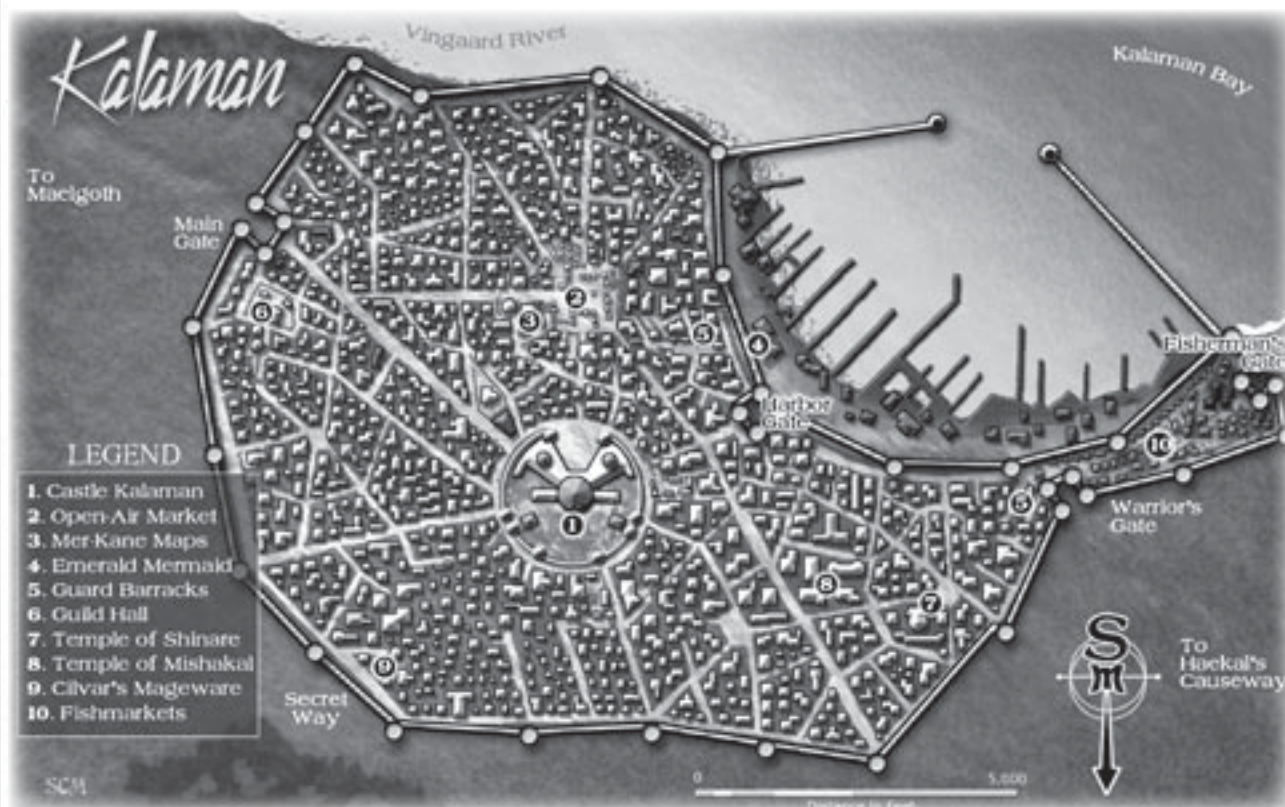
Development: If the heroes are seeking audience with Lord Genton, the current governor, Castle Kalaman is where they need to go. During the early mornings, Lord Genton holds audiences in the gardens; in the afternoons, he invites his guests to the sitting rooms in the castle's East Wing and provides entertainment, refreshments, and eventually some kind of banquet dinner. Lord Genton is more likely to meet with covert or military guests during the evenings, in his private offices, where armed guards walk the corridors and conversations are private.

The Castle is also the current home of the Solamnics circle in Kalaman, as they are guests of Lord Genton. Sir Pryam Torment (LG male civilized human noble 3/fighter 3/Knight of the Sword 6), a recent convert to Shinare who heads up the small contingent of Solamnics Knights in the city, has his offices in the West Wing of the Castle. He may offer the usual assistance to player character knights, including training, counsel, and information. If asked about Gilthanas, he says he remembers the elflord well and that when he served in Castle Eastwatch a few years ago, Gilthanas and Silvara were staunch allies against the Dragon Overlord Frost. Sir Pryam believes matters are dire for the Solamnics Knights at Castle Eastwatch right now, but honor and duty requires him to stay here in Kalaman.

KA2. OPEN-AIR MARKET

Kalaman is a thriving port city, and its famous open-air market is the destination for many vendors and patrons alike. Every year, space is allocated by bidding and auctions, or by large amounts of money, to vendors who seek to peddle their wares in the market. Rows of individual stalls, selling anything from leather goods to masterwork swords to alchemical concoctions, are arrayed in a vaguely spiral shaped pattern, making it next to impossible to just pass quickly through.

The open-air market is constantly busy; it is open from an hour before sunrise until two or three hours after sunset. Vendors with legitimate stalls compete with the noisy crowds to sell their goods, and so-called rogue



vendors with their merchandise loaded onto wagons move throughout the market, hoping to make a tidy profit of their own before the militia sees them and rounds them up. The market is, unfortunately, a haven for petty criminals. Every cutpurse, charlatan, and conman in Kalaman spends at least a few hours here, much to the chagrin of Lord Genton. His efforts to clean up the city have had a marked effect on the number of pickpockets and prestidigitators roaming the market, but they are still a problem.

Development: Most items the heroes may wish to purchase while in Kalaman may be found in the open-air market but at an elevated cost. Kalaman's taxes are steep at present, as Lord Genton is still trying to improve the city's infrastructure. Thus, assume any item from the Player's Handbook will have an additional 15% added to the cost, unless the buyer can convince the vendor to worry less about taxes and more about making a sale. Finding the right vendor, which may also require starting in the market and moving out into the business district itself (as many vendors also have larger shops elsewhere in Kalaman) can take as long as a half hour. This can be cut down to 15 minutes with a DC 20 Appraise check or 5 minutes with a DC 30. 5 ranks in either Search, Gather Information, or Knowledge (local) adds +2 to this check.

KA3. MER-KANE MAPS

Since the Cataclysm, Kalaman has been home to the Mer-Kane family of cartographers. Every generation of Mer-Kane has been gifted with mapmaking skills, as well as forgery and calligraphy. During the War of the Lance, Ashe Mer-Kane was an agent working against the Dragonarmies; his daughter Shala Mer-Kane (NG female civilized human rogue 6) survived the Chaos War and

recent troubles to continue her father's business. Two months ago, Shala went missing—she left no word with the young scribes she hires to assist her, nor did anyone see her leave. In her absence, Mer-Kane Maps is being run by a close friend of Shala Mer-Kane, the skilled Daewar dwarf architect Donald Copperplate (NG male Daewar dwarf master 10). Copperplate shares his friend's affection for kender and has even hired a number of them to inventory the business's stock of maps to determine which, if any, are missing along with Shala.

The truth is that Gilthanas visited Mer-Kane Maps in secret two months ago, looking for a specific map that would enable him to locate the various portals to Bastion around Ansalon. He found the map, but Shala walked in on him. Although he didn't want to leave any evidence that he was in the city, Gilthanas was also unable to convince Shala to remain quiet about his presence or his need for the map. Rather than kill her, something Frost pressed him hard to do, Gilthanas used one of his scrolls of *imprisonment* to trap Shala far beneath the surface. There she remains, trapped in suspended animation, until somebody casts *freedom* in Mer-Kane Maps. Magic has failed to locate her, although *discern location* will succeed if one of the heroes uses it. Divination magic might also reveal that Gilthanas was here, that he cast a spell which imprisoned Shala, and that he took the Bastion portal map.

Development: If the heroes assist Donald in inventorying the store, which will take another 24 hours, they will learn about the missing Bastion map. A DC 30 Search check (with a +2 synergy bonus from 5 ranks in Knowledge [arcana]) will actually uncover another map, copied from the original, hidden in one of Shala's map caches. The heroes may use this map to locate the various

portals to Bastion and pursue Gilthanas (see *Roads to Bastion* for more information on the map and the portals).

KA4. EMERALD MERMAID SUPPLIES

Kalaman's warehouse district and maritime businesses have relied on Amroh Oakseed (CG male Qualinesti elf mariner 15) for their shipping supplies for centuries. The aging elf lost an arm at sea and retired from the life of a sea captain to manage this supply store, which he has done since the earliest years of the Age of Despair. His knowledge of nautical history is extensive, as is his stock of shipping goods. Characters looking for nautical charts, belaying pins, rope, caulking irons, raking tools, bizarre stories of the sea, or information on the comings and goings of ships and boats in Kalamán Bay will not find any other establishment as essential as the Emerald Mermaid.

Development: Amroh knew Gilthanas well back when the elflord was Governor. He hasn't seen him since 16 years ago (23 SC/406 AC) when the former Lord of Kalamán, Tierell Rychner, briefly persuaded Gilthanas to take up the title of Governor for a number of months in order to improve the morale of the city. Amroh never thought Gilthanas's heart was in it, and he was proven right when the elflord left to continue his search for Silvara. If asked, Amroh will inform the heroes that the only other close friendships Gilthanas had in the city the last time he was here were with Shala Mer-Kane (of Mer-Kane Maps, KA3) and the Lady Jennetta, who has since turned to Shinare's faith and runs the Temple (KA7).

KA5. GUARD BARRACKS

Kalaman's militia operates out of two areas of barracks, one by the Warrior's Gate and another by the open-air market and Harbor Gate. Each compound consists of four long two-story buildings and a single three-story building that houses the guard captain's offices, all separated from the rest of the city by a 10 ft. stone wall with large wooden gates. The militia is evenly divided between the two locations; the Warrior's Gate compound is overseen by Aiden Rilfort (NG male civilized human fighter 6), while the Harbor Gate compound is administered by Ernst Thorpe (NG male civilized human fighter 6). Mark Oxhorn (NG male civilized human fighter 8), the Sheriff of Kalamán, maintains dual offices and goes back and forth as needed, despite being a hands-on commander; the heroes are likely to meet Oxhorn out in the streets with the militia patrols or meeting with Lord Genton if they stop by the Castle.

Development: If the heroes run afoul of the militia while in Kalamán, they will be brought to the closer of these two compounds for questioning. Obviously, none of the militia, even the Sheriff, has the combat ability of the heroes. If a confrontation goes poorly for the militia, the horns will be sounded to alert the city gates to close, at which point some of the city's more experienced individuals might make an appearance (such as Sir Pryam of the Solamnic circle in Kalamán, Etharion Cordaric of the Legion of Steel, or Lord Genton himself) in an attempt to settle the dispute.

KA6. GUILD HALL

This location, within walking distance from the Main Gate, is actually three buildings and a courtyard surrounded by a 10 ft. high stone wall. The largest of the three buildings houses the offices of Kalamán's merchant guilds, which have been incorporated for hundreds of years and enjoy a substantial influence over local business. The guilds collect revenue from the vendors and shopkeepers in the city and turn that money back into maintaining trade with other ports and cities, as well as paying taxes to the Governor of Kalamán. Guild politics in Kalamán are fairly mundane and uninteresting; the prosperity of the city has meant that most of the merchants are keen to work together rather than stab each other in the back.

The sole exception is Ekatrine of Five Veils (LE female civilized human rogue 9/assassin 2), an agent in Kalamán for the Whitescale Society. She was Gilthanas's contact when he arrived recently in secret, and she aided him with getting in and out of Kalamán without being seen. She also arranged for the Essekar ogres to be paid for their services. Ekatrine has her ear, and those of her many thieves and assassins, to the ground in Kalamán. If the heroes arrive without trying to hide their presence, she will know about it within the hour. Ekatrine's cover identity in Kalamán, which she maintains in order to keep herself out of trouble with the militia and the Governor, is the head of the Guild of Escorts. Her ladies of the evening entertain and frequently lift the purses from the sailors and merchants who come into port, and because she turns over her taxes and revenue like any other guild, her activities are barely questioned. Ekatrine regularly meets with Lady Jennetta, head of the Temple of Shinare (KA7). This fact may give the heroes some leads on the events of the past few months if they learn it through divination magic or by confronting Ekatrine with what they learned with Gather Information checks.

KA7. TEMPLE OF SHINARE

Although the Lordcity of Kalamán was once home to many temples, shrines, and churches, time and disaster have lessened the presence of religious institutions. Because the gods have only been back for the better part of a year, the Holy Orders of the Stars have not yet established themselves completely in Kalamán. One of the few that have is the Order of Shinare, whose tenets of trade, enterprise, and progress have swiftly caught the attention of the people of Solamnia and Nightlund. Kalamán's Temple of Shinare is an impressive octagonal cathedral covered in ornamentation, from golden spires and griffon-wing icons to silver chasing around the base of its pillars and statues. A long rectangular hall attached to the main church houses the growing population of Shinarean priests and priestesses (thirty-two novices and four chaplains), as well as hosting visiting mercenaries and sellswords.

Lady Jennetta Aurafil (LN female civilized human noble 3/cleric 10 of Shinare) is Mistress of the Light in Kalamán, which makes her the highest-ranking cleric of her Order in the region. She is the former wife of the Governor's advisor, Lord Migel Aurafil, having left him



over his role in trying to keep Gilthanas in Kalamam 16 years ago. She spent over a decade wandering across Ansalon seeking something to believe in, lending her considerable insight to merchants, travelers, and pilgrims. When the gods returned, Lady Jennetta was one of Shinare's first converts, and eventually the estranged noblewoman came back to Kalamam and re-opened the Temple. Her relationship with her ex-husband is strained but professional. She advises the Governor on Shinare's faith and has become something of a counsel to the merchants who come into port.

The residence hall is currently home to a unit of the Brass Tigers, the company owned and captained by Gwynneth Cordaric (CG female civilized human rogue 8/ranger 6). Unless she died in *Spectre of Sorrows*, Gwynneth herself is staying here. See "The Griffon and the Tiger" under Scenes in Kalamam for more details.

Development: Lady Jennetta is the only other person in Kalamam outside of Shala Mer-Kane and Ekatrine of Five Veils to know that Gilthanas has been in the city in the past few months. She is, oddly enough, Ekatrine's confessor; the mistress of assassins visits Lady Jennetta in the pre-dawn hours at the Temple to speak of her many transgressions. Lady Jennetta keeps this to herself, knowing that thus far Ekatrine has worked within the system and not against it, but she fears that the mysterious organization of which Ekatrine is a member may force her to bring great harm to the city. When she learned that Ekatrine had aided Gilthanas, Lady Jennetta was motivated to investigate further, but so far has come up with nothing. Her actions are explored later under Scenes in Kalamam.

KAs. Temple of Mishakal

The Temple of Mishakal is the other major religious center in Kalamam. Mishakalites gravitated quickly to the city once the perpetual darkness was lifted, and the healing of the city has benefited greatly from their presence. Their temple is a long, well-lit building with cupolas at both ends and modest ornamentation around the windows and doors. Signs welcome the sick and injured into its halls, where comfortable beds and stretchers await with physicians, healers, and herbalists present to take care of patients. Lay members of the Holy Order, those without clerical gifts, are responsible for much of the day-to-day running of the Temple. Actual brothers and sisters of the Order are few in number, but the number of converts is growing; at the time of this adventure, the Temple is home to a dozen acolytes (cleric 1), five priests (cleric 4), two elders (cleric 8), and Father Jon.

Development: Father Jon Bolitho (LG male civilized human cleric 13 of Mishakal) oversees the Temple and came here from the Citadel of Light, where he was once an instructor under Goldmoon. The spirit dragons of the Dragons' Graveyard intend for this man to receive the *Tears of Mishakal*. Father Jon is a kindly, generous servant of his church, as many in his Order are. If the situation demands it of him, he can be steadfast and resolute with a firm and unwavering voice, but for the most part, he remains soft-spoken and smiling. He is unaware of

anything related to Gilthanas or Frost, having his sights set firmly on the ministry to which he has been called. Player character clerics of Mishakal, especially those who are more experienced than Father Jon, will be honored guests and treated well by the Temple for the duration of their stay. See the Scenes in Kalamam section for more of Father Jon's activities in this adventure.

KA9. Cilvar's Mageware

Kalamam has several small mage supply stores, most of which are nothing more than apothecaries and bookbinders. Trinkets and potions are sold by minor spellcasters, and small-time merchants who have stumbled across caches of magical items sell them for exorbitant prices. Cilvar's Mageware, however, located near the city wall behind the wealthier residential ward of Kalamam, is something else entirely.

Cilvar Huntaway (N male nomad human barbarian 3/wizard 4/wizard of High Sorcery 4), a mountain nomad from the Taman Busuk, discovered a talent for sorcery ten years ago during an attack by Dark Knights upon his tribe. He thought he had lost it when the souls of Krynn began draining magic from those who used it, but when the moon gods returned to the world, he was among the first of the new converts. A member of the Order of Red Robes, Cilvar is Kalamam's premier wizard, but he prefers to spend his time supplying young apprentices and students of magic. If called upon by the heroes, he will certainly do what he can to help, but his preference for staying out of conflicts and presenting himself as a neutral observer has given Lord Genton no cause to ask for his help thus far.

Development: Cilvar's Mageware can supply spell components, foci, and equipment for both arcane and divine spellcasters (other than the standard clerical accoutrements). All costs are 10% above the standard price, and Cilvar must operate under the city's 15,000 stl price limit like any other business. Cilvar notes that there's a big demand for magical supplies now that the Tower in Wayreth has re-opened and the Orders of High Sorcery are recovering from years of inactivity. If the heroes are hoping to acquire some major artifacts, they'll have to stumble upon a hidden vault or hoard nobody has found, he says.

Cilvar is also useful in that he can tell the heroes a little more about the portal map that they might find at Mer-Kane Maps. If they show him the map, he says it gives all of the major magical locations where Bastion's pocket dimension overlaps with the mortal realm. Powerful arcane guardians protect the portals to Bastion, he says, which have been thought lost since the Chaos War. None of the Sentinels, the wizards assigned to the fortress, have been heard from in many years. Cilvar notes that the closest portal is at the Lyceum, a ruined library/mage school 20 miles east of Kalamam, on a rocky island a hundred feet off the coast.

KA10. Fish Markets

Kalamam has an increasingly vital fish trade, one which makes the eastern end of town characteristically odiferous. The fish markets are kept apart from the rest of the city,

with militia barracks and the Warrior's Gate acting as incidental barriers, but every westerly wind that blows in from the Bay carries the smell across the streets of Kalamán and reminds the residents where it is they live.

Development: Heroes can do more than buy fish in the fish markets, although it is some of the best in the north. Here among the rows and rows of trays covered in fish packed with ice and wet leaves, the Legion of Steel conducts the bulk of its business. Etharion Cordaric (CG male civilized human fighter 8/rogue 2/Legion scout 2), the son of the famous mercenary captain Gwynneth Cordaric (introduced in *Spectre of Sorrows* and returning in this adventure if she survived), meets his contacts in the Legion here among the fishmongers and masquerades as one himself. The tall, scrawny, olive-complexioned Etharion has a sharp eye and a nose for information, but he is also a carouser and ladies' man; he takes after his mother and not his Solamnic father. If the heroes want a Legion contact in Kalamán, he's the one with whom they will need to establish ties.

SCENES IN KALAMAN

The Scenes in this section of the adventure occur over at least one day and night, longer if the heroes decide to stay for a while. Kalamán offers many opportunities in this early stage of the adventure, but the heroes do not have unlimited time. These Scenes are designed to occur roughly in sequential order. Adjust and adapt them as

necessary. Be sure to read over the individual locations KA1 to KA10 and "Gathering Information in Kalamán" before beginning play in the city.

SCENE: ARRIVING IN THE CITY

If the heroes arrive by land, they are probably going to enter the city by the Warrior's Gate at the end of Haekel's Causeway. Read or paraphrase the following:

Under countless banners and pennants stands the Lordcity of Kalamán, Gateway to the West and the Crown of the Vingaard. Shrouded for years in a perpetual darkness that stretched forth from Dargaard Keep, Kalamán is now a brightly-lit testament to endurance and valor. The causeway from the east leads right up to the city's impressive walls and passes under the legendary Warrior's Gate from which the Whitestone Forces once rode out toward Neraka. Now the gatehouse is open, and the city militia in their banded mail armor welcome travelers, pilgrims, and merchants alike into the bustling streets of Kalamán.

The strong smell of the fish markets, the hearty aroma of ground tar beans and bakeries, and the tang of exotic spices and fruits fill the nostrils. The whinnying of horses, the shouts of street vendors, and

WHAT DOES ETHARION KNOW?

ETHARION Cordaric is a savvy and informed man, despite his relative youth. In his twenty-three years, he has seen no end of conflict and intrigue, including the death of his Solamnic father at Sanction in the last days of the War of Souls. Determined to spread intelligence and news about important events to those who he believes need it, he could be a good source of information to the heroes. If the heroes question him or ask him for details, use the following as a guideline for what he relates to them.

What's happening in Estwilde with Cinder?

"Major Legion activity. Cinder's a huge red dragon with dreams of becoming an Overlord. We can't have any more of those, not while we're trying to get rid of the White. A Legion cell in Throt, led by a brother and sister team, have allied with goblins from Northern Ergoth. They've already gotten rid of a major hobgoblin chieftain, but Cinder's got some new warlord in the wings waiting to take over. Cinder wants Fume dead... but that's Gibrana's problem."

Who is Gibrana Rentir and what is she doing?

"Gibrana's a free spirit. Never been sure she's completely on board. Important contact in Lahue, and seems to have developed a relationship with the big green dragonlord, Fume. Lesser of two evils, I suppose,

with Cinder being right next door. The rest of us would be happiest with Cinder dead and Fume somewhere else, but Gibrana's taking lead on this one."

What's happening in Southern Ergoth?

"Our covert Legion cell in Daltigoth is reporting that the ruler of the city's now an ogre titan. Bigger, smarter, more dangerous. Frost put him in charge of his supply network. There's some kind of super potion that works a little like the ogre titan potion does on ogres—enhances your speed and strength. Our cell there is looking into it. Further north, though, Frost's dragonspawn program is apparently picking up the pace. We have to nip that in the bud."

What do you know about Gilthanas?

"The elf prince? Not much. Legion gets along with him, I suppose. Haven't seen him lately. Used to live in Castle Eastwatch, and I think he and the Daltigoth cell used to keep in touch."

Is Gwynneth Cordaric really your mother?

"Yeah. I'd deny it, but then that would only be to keep her vanity intact. Haven't seen her since Dad was killed." (If they tell Etharion that his mother is in town, Etharion is pleased to hear it, and the heroes get a number of free fish.)



the distant creaking of ship masts and sails greet the ears. But most of all, Kalamán is a city of sights: tall gleaming castle spires, twisting and brightly-painted rows of houses, crowds of people from all over Ansalon, and the reassuring signs of taverns, temples, and theatres. It is indeed a banquet for the eyes.

Arriving by sea will not be too different, although the heroes will need to put in at the docks and enter the city through the Harbor Gate. There will be a harbor tax of 15 stl per head, which shouldn't be a significant burden on heroes of their experience level. Because the waterfront holds only warehouses and little else, they won't really experience Kalamán until they pass into the city proper, at which point the above description is just as valid.

The Situation: You may present the heroes with a number of options, from finding a place to stay (there are many inns, hostels, and boarding-houses in Kalamán, all of which are relatively inexpensive) to moving quickly with their mission to hand over the *Tears of Mishakal* (which will take them to KA8, not too far from the Warrior's Gate). The players should feel they have the resources of a fairly sizeable city at their fingertips, even if they are essentially running an errand for the spirit dragons.

Factions: Although the majority of the faction development occurs in other Scenes, the heroes might run into one or more Ergothian Merchant Marine sailors at the docks or in one of the taverns and watering holes around Kalamán. Striking up a relationship with the Merchant Marine this early in the adventure will come in handy later on, especially once the heroes need to get across open water or between ports. Captain Tristan Elderwood (LN male half-elf mariner 7/sorcerer 3/mystic 3) is the Ergothian Merchant Marine agent in Kalamán, and you may want to drop the wily half-elven captain into a scene at a pub or tavern, especially if the heroes came into the city by ship. Word of any heroics on board the ship from Pentar would have reached his ears, and if you have already played through *Spectre of Sorrows* and the heroes treated Captain Vanyth Swift well, their reputation will have preceded them.

Use the following as a guide to how the characters might affect their faction ratings:

Strike up a business relationship with Captain Tristan: +2 EM

Heroes helped to defend ship from attacks around Goblin Coast: +2 EM

Heroes worked with Captain Swift in *Spectre of Sorrows*: +1 EM

Insult, rebuke, or anger Captain Tristan: -2 EM

Insult, speak poorly of, or rebuke Holy Order of Shinare: -1 EM

SCENE: A VISIT WITH FATHER JON

Once the heroes decide to visit the Temple of Mishakal, read or paraphrase the following:

You find the Temple of Mishakal at the meeting of four roads surrounded by offices, counting houses, scriptoriums, and theaters. Unlike these other buildings, the Temple is only modestly decorated, but there are also more people coming to and from it. The temple proper is a long, single-story building with rows and rows of windows that look into a haven of healing and recovery. At each end, a two-story domed tower invites the faithful and the sick to the Temple with everburning flames visible in the upper level rotundas. Mishakal's emblem, the symbol of infinity, gleams brightly above the main entrance, along with the motto: *Stanya Pomoza Nudunas Nenaet*, or "The light makes us whole."

The Temple is the heroes' primary destination, the place to which they must bring the *Tears of Mishakal*. On the day of their arrival, the Temple has another visitor: Naelathan Shadowdark (CG Silvanesti elf bard 7/fighter 4/horizon walker 2), a Silvanesti kirath from the Khurish town of Pashin (see Chapter One of *Key of Destiny*). The heroes will be ushered into the Temple by one of the lay healers and escorted to the sanctum where Father Jon Bolitho is speaking with the visitor.

Read or paraphrase the following:

You are shown into the Temple's sanctum, a room of cobalt-blue tile with several low, wooden benches arrayed about a central pool of clear water. Hanging baskets of aromatic herbs give the sanctum a peaceful, calming atmosphere. Seated by the pool are two figures: one is a tall, lanky human with thinning white hair and a cassock woven from many shades of blue cloth; the other is a dour, serious elf with sharp features and dark clothing. The elf's skin is unnaturally pale, almost ivory. As you enter and are announced, both men look up at you, with only the elf showing any sign of recognition. It seems as if you must know this elf from somewhere.

The Situation: Naelathan has traveled across Ansalon from the elven enclave in Pashin to seek help, for his people are dying of sunblight. If the heroes have played through *Key of Destiny* and Naelathan did not survive that adventure, you may replace him with another NPC (Clearbrook, for example, is also a kirath, and she makes an excellent alternate; use Naelathan's statistics). If the heroes did not play through *Key of Destiny*, you may assume that at least one of the player characters knows of Naelathan by reputation as a master scout, guide, and tracker. If he is here, it is because he was sent by the Pashin refugees as a last resort.

If Naelathan is known to the heroes, it takes him a few moments to realize who they are, at which point he will rise to his feet and declare, "You! You were the ones who were supposed to bring us help!" Word had reached the elves in Pashin that the heroes had found and taken the *Tears of Mishakal* north to be purified in the Fountain of Renewal, so they expected them to journey back and use the power of the *Tears* to cure the refugees of their affliction. When months went by and no word had come, and General Dogah's forces in Pashin had staged several attacks upon the elves' sewer hideout, the elven leader Shaylin Moonborn had all but given up hope. Her people left Pashin and traveled north into the foothills of the Khalkist Mountains with plans to rejoin the larger elven community in Khuri-Khan. The elven cleric of Mishakal, Angelyn Starsinger, experienced a vision of the *Tears* being held in Kalaman, so Shaylin sent Naelathan north to the Lordcity in hope of bringing back the jewels and saving his people.

Father Jon Bolitho will step in before things get heated and introduce himself calmly but firmly. He will ask the heroes what their business is at the Temple; he, too, has had visions but wishes the player characters to speak for themselves. He then explains Naelathan's plight and says that the *Tears of Mishakal* belong with his goddess's Holy Order. "Their fate and yours are no longer linked," he says. "Allow me to relieve you of their burden, so that I might take them with this young Silvanesti to his people."

Development: The heroes may negotiate further with the High Priest of Mishakal, but it is quite clear to Father Jon that the *Tears* were supposed to be with his church and the timing is a sign from his goddess. Naelathan, for his part, is telling the truth; while he can be mocking and sarcastic at times, and was very nearly branded a dark elf, the kirath is also a dedicated agent of Shaylin Moonborn and loyal to his kindred.

If the heroes suggest that they accompany Father Jon, he shakes his head and tells them that they have more important things to do. They are clearly heroes of legend, given tasks of great responsibility and stature that the commonfolk of Ansalon could never hope to achieve. Father Jon offers his Temple's services and counsel for the time they are in Kalaman, but he says that time is of the essence for him; he needs to begin preparations for a journey south. With any luck, this should be enough of a hint to the players that they need to be focused on Gilthanas, not the elves of Pashin. What they don't know yet, of course, is that they will very likely be seeing the elves and the *Tears of Mishakal* again in the near future under completely different circumstances (see **Chapter Four: Darkness Over Cristyne** for more details).

Factions: There is no major faction development in this Scene, unless you have set up either the Holy Order of Mishakal or the elven refugees as minor factions. Relinquishing of the *Tears of Mishakal* in this chapter leads to major consequences for the Wichtlani Ghouls, but this will not modify the heroes' rating with that faction.

XP Award: Giving the *Tears of Mishakal* to the Holy Order constitutes accomplishing a minor party mission

goal (1/4 of current XP, awarded to the entire group). As always, provide suitable experience for interacting with the NPCs and for coming up with interesting solutions to roleplaying problems.

SCENE: THE GRIFFON AND THE TIGER

This Scene takes place if the heroes seek out Lady Jennetta Aurrafil or have an interest in visiting the Temple of Shinare. They may have been sent here by Amroh Oakseed or heard rumors about Lady Jennetta. They may even have heard that the Brass Tigers are in the city and tracked them to their obvious meeting place, the Temple. Although this is not a combat encounter, it should enable the player characters to move the story forward and pick up the trail of Gilthanas and the dragon skulls.

Read or paraphrase the following when the heroes show up at the Temple of Shinare:

The magnificent eight-sided Temple of Shinare dominates the buildings around it in both size and splendor. Clad in precious metals, built from blocks of purest marble fit seamlessly together, and ornamented with decorative tile and statues of griffons, the Temple boldly claims the faith of its goddess in no uncertain terms. Merchants, their aides, and vendors of all colors and creeds huddle around the Temple's paved courtyard, engaging in animated discussions about the economic news of the day while Shinaran acolytes walk between them offering advice.

An attached building, less ostentatious but still clearly designed by the same architect, looks to be some kind of residential barracks. As you approach the Temple, a familiar-looking banner hangs from a flagstaff outside the barracks: a yellow tiger on a black field.

The Situation: Unless they make the trip to the Temple in the dead of night, the heroes have come at a busy time, for the Temple is always ministering to its plentiful patrons. Getting through the throng of merchants to see anybody inside the Temple will take a little work; you should play up the size of the crowd and the thinly-stretched staff of clerics and counselors. At best, the heroes might be able to wave down an acolyte and send him in. DC 20 Diplomacy and Bluff checks, coupled with convincing stories, will earn them an audience with Lady Jennetta in an hour.

It is also possible the heroes will want to see Gwynneth or whoever is presently in charge of the Brass Tigers. Getting into the residential barracks is much harder than getting into the Temple, for it is considered a private area and outsiders are not permitted access without invitation. An acolyte will inform the heroes that Captain Cordaric is meeting with Lady Jennetta in the Temple, and they can probably speak with the Brass Tiger captain later.

Development: When the heroes manage to get in to see the Mistress of Light, they will be escorted to the Theatron,



an amphitheater-like room with rows of circular stadium seats looking down onto the circular inner shrine. From this position above the shrine, Lady Jennetta is able to observe the ceremonies and rites without interrupting the priests who are taking part. She offers seating to the heroes and calls for cakes and ale; while many Temples have expensive tastes, Lady Jennetta's leadership stresses the need to bring people together over simple food to facilitate deeper communication.

Lady Jennetta is alone, but if the heroes mention knowing Gwynneth, she will send the captain an invitation to join them. Gwynneth will warmly greet the heroes, having last seen them over four months ago in Wulfgar. She then remains an observer while the heroes bring their questions or concerns to Lady Jennetta. See the sidebar, "What Does Lady Jennetta Know?" for some idea of how she answers the heroes' inquiries.

Lady Jennetta will not reveal that her source is Ekatrine of Five Veils unless the heroes already know. The assistance that the Mistress of Light mentions in her answer to the heroes' request for help are the *tablets of Shinare* (see Appendix I: Monsters and Magic for more information) of which the Temple has four. She offers three of the *tablets* to the player characters and explains their use. With the *tablets*, they will be able to maintain contact regardless of distance with anybody else who has a *tablet*, including Lady Jennetta herself.

Factions: With Gwynneth Cordaric present, the heroes are in a position to re-establish their relationship with the mercenary captain and improve their faction rating with the Brass Tigers. Gwynneth notes that, in the past four months, her company has become rather famous, and she now has chapters in several regions of Ansalon thanks to the sizeable income she gained from the ogre titans. This

means the heroes will be able to call upon their assistance if needed, although it will cost them a small fortune. Such is the way of things, she winks.

If the heroes ask Gwynneth about Etharion, the Legion cell commander in the city, she smiles at the inquiry. "He's here in Kalaman? That's one that I'm proud of. Wish he'd keep in touch with his dear mother more often though. So busy with his little knighthood. I shall have to pay him a visit." This will endear the heroes to the Legion.

Re-establish ties with Brass Tigers: +2 BT

Mention Etharion Cordaric to Gwynneth: +1 BT, +1 LS

Dismiss or insult Gwynneth: -2 BT

XP Award: There is no set XP award for this encounter, although the manner in which the players handle the interaction with Lady Jennetta or Gwynneth Cordaric may earn them some roleplaying awards. Player clerics of Shinare, or those with some mercenary background or connection to Gwynneth and the Brass Tigers, might also earn a minor personal mission goal for this Scene, if they can prove how it relates to their character's personal growth.

SCENE: ENTER THE WHITESCALE SOCIETY [EL 16]

This Scene occurs whenever you are ready for it to happen, which will ideally be after the heroes have met with Father Jon Bolitho, handed over the *Tears of Mishakal*, and following their investigation into Gilthanas's time in Kalaman. It should take place in the evening or early morning hours, preferably when the heroes are resting or discussing plans to leave the city.

Read or paraphrase the following:

WHAT DOES JENNETTA KNOW?

If the heroes speak with the Mistress of Light in Kalaman, she will answer most questions as truthfully as she can, unless the heroes act aggressively or threaten her, of course. Use the following as a guide for conducting such a conversation.

Have you seen Gilthanas?

"Truthfully, I have not. I know somebody who did see him, two weeks ago, here in Kalaman. This person confides in me, under the protection of the Silver Mistress, and I cannot reveal any names. I do feel, however, that if you have good cause to need information about his visit, I could provide what I know."

What was Gilthanas doing in Kalaman?

"My source aided Prince Gilthanas in covertly entering the city. He did not wish his presence to be known; word would spread, and he would not be left alone to do what he wanted to do. It had something to do with finding a map, but Shala Mer-Kane went missing at about the same time, so my investigations

have uncovered little."

Did Gilthanas do something to Shala Mer-Kane?

"Gilthanas is a good man, if one beset by a lifetime of tragedy. I cannot believe that he would have hurt Shala. They were once close friends and allies."

Where did Gilthanas go?

"I know that he left through the Secret Way, but where he was going after that I do not know. Apparently he had succeeded in doing whatever it was he had come to Kalaman to do. He left word with my source to be aware of anyone looking for him. I believe that he knows he is being followed."

How can you help us?

"I can continue to counsel my source and hope that I learn more. It is likely that you must use what resources you have to locate Gilthanas. I can offer you something to aid you in keeping the lines of communication open with your own sources and agencies. My goddess so wills it."

Although it is late summer, the air seems to have grown significantly colder in the past few minutes. While you have talked, shared a drink or two, or sat in contemplative silence, the temperature has steadily dropped until it seems as if you can see your own breath in the air.

The Situation: The Whitescale Society has been tipped off about the location of the heroes in Kalaman and is preparing a vicious attack upon them. A group of Claws, members of the lower order assassins in the Whitescale Society, have been waiting in the city for the heroes' eventual arrival. Depending on their actual location and environment, you might call for Listen checks or Spot checks opposed by a single Hide or Move Silently roll on behalf of the Claws. Determine which, if any, of the heroes are able to act in the initial surprise round; they should all at least have a few seconds to announce their intentions, if not act upon them, before the assassins strike.

Creatures: There are six Whitescale Society Claws in the attack, all of whom are operating under the influence of *allomanya*, the addictive potion developed by Frost and the ogre titan Tdarnk in Daltigoth. Adjust this number if there are more heroes in the party so that there are at least half again as many Claws as player characters. If none of the heroes succeed at their Listen or Spot checks, the Claws gain one round to study their opponents for the purposes of their death attacks.

☞ Whitescale Society Claws

(6): hp 35, see page 289.

Tactics: The Claws favor swift, precise strikes at defenseless targets to gain the maximum amount of benefit from sneak attacks. Against stronger looking targets, they pair up and attempt to flank. For the purposes of this attack, they are seeking to inflict as much damage as possible on the heroes in the shortest amount of time, aware they are probably up against formidable opponents. They also enter the combat from at least two directions, if not more. The *allomanya* makes them immune to several kinds of impairment conditions, including being fatigued, paralyzed, shaken, or stunned,

so the Claws won't hold back. The attack should be quite challenging to the heroes for at least the first few rounds.

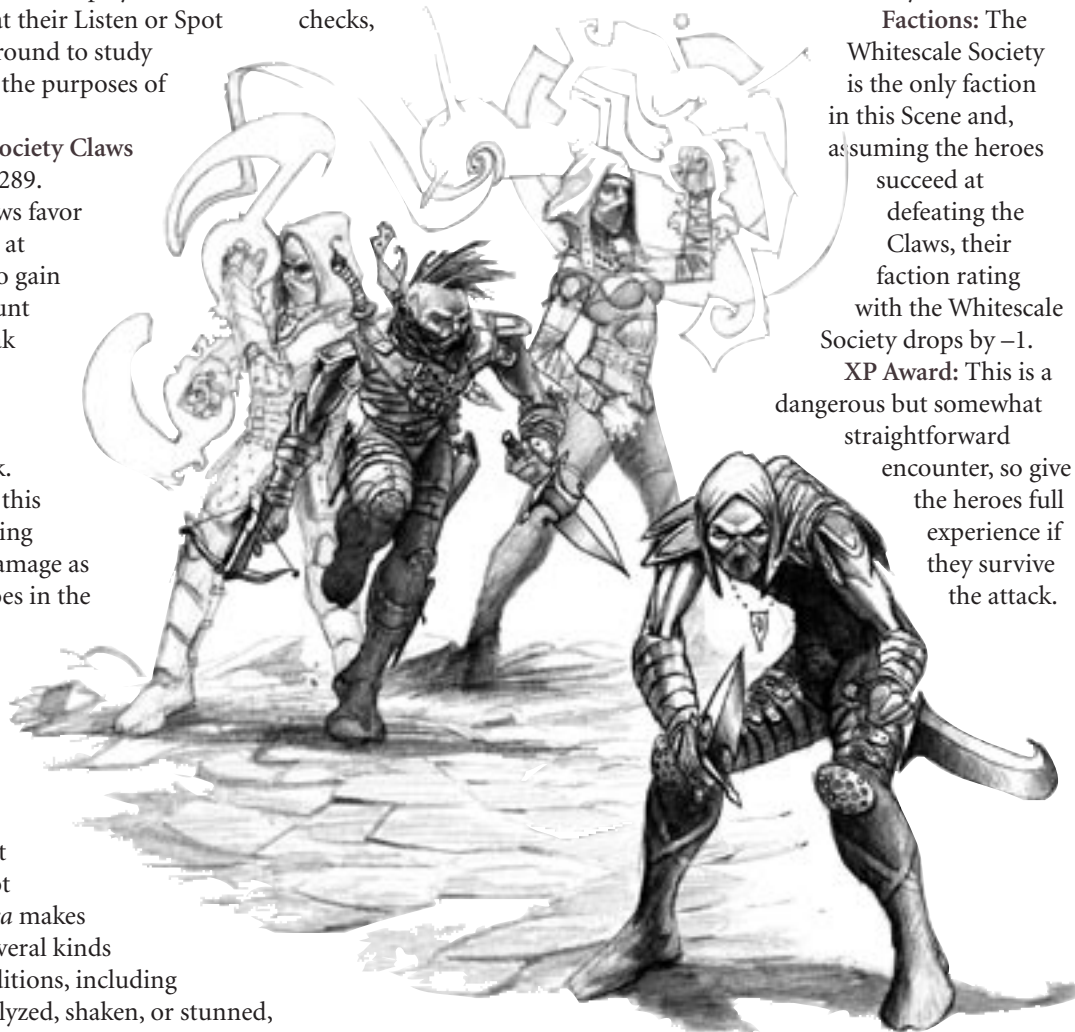
Development: If the heroes manage to defeat the Claws, they will be left with a number of dead assassins and the knowledge that somebody is taking an interest in them. Divination magic will reveal the Claws were sent by Frost and came from Daltigoth; any captured Claw will say the same thing if suitably forced. None of the Claws has a relationship or connection, at least directly, to Gilthanas. All of them have been in Kalaman for weeks, however, waiting for the go-ahead by Ekatriene (or some other agent) to attack. They do not know of any other Whitescale Society Claws in Kalaman at this time. They also do not know of any other current Whitescale Society operations in the region.

Any character who examines the bodies of the Claws and succeeds at a DC 15 Search check will find that each one has 1d3 vials of *allomanya* on his person. A DC 20 Heal check reveals the assassins are definitely under the influence of some kind of powerful stimulant or enhancement with no visible side-effects. Refer to **Appendix I: Monsters and Magic** and **Chapter Five: The Doom of Daltigoth** for more information on *allomanya* and its enhancing (and addictive) effects. This is the heroes' first exposure to *allomanya*, which could lead them to Daltigoth and a confrontation with Tdarnk and the rest of the

Whitescale Society.

Factions: The Whitescale Society is the only faction in this Scene and, assuming the heroes succeed at defeating the Claws, their faction rating with the Whitescale Society drops by -1.

XP Award: This is a dangerous but somewhat straightforward encounter, so give the heroes full experience if they survive the attack.





LEAVING KALAMAN

The Lordcity of Kalaman is the heroes' last stop before entering the wider world of western Ansalon in pursuit of Gilthanas and the dragon skulls. Rasca's Calantina reading should have provided them with a number of choices, and additional information and clues may have presented themselves at various points in this chapter as well. The heroes' five major paths onwards are described below.

- **Travel south to Estwilde to aid the Legion of Steel against Cinder (Chapter Two):** Working on the information provided by Gibrana Rentir, Fume, or Etharion Cordaric, the heroes may choose to head south into the lands held by the dragonlord Fenalysten, known to mortals as Cinder. Armed with a *dragonlance* and other items of power, the heroes may discover the movement to overthrow the dragon tyrant, free the prisoners in Cinder's labor camps, and potentially seize control of the Malfesan Horde.
- **Travel up the coast to the Lyceum in order to reach Bastion (Chapter Three):** With the use of Shala Mer-Kane's portal map and discussions with Cilvar, the heroes might seek out the nearest location of a portal to Bastion, the legendary Lyceum. If they take this route, go to the Roads to Bastion chapter for information about entering the portal before the heroes cross planar boundaries and into conflict with Theo Drawde's Dark Knights and the alien xill.
- **Travel to the Island of Cristyne (Chapter Four):** By chartering an Ergothian Merchant Marine vessel or using magic, the heroes might depart for the Island of Cristyne on the far side of Southern Ergoth, based on rumors from Fume or the Calantina. There they learn about the fate of the Kagonesti, the elves of Southern Ergoth, and the elves of Pashin.
- **Travel to Daltigoth (Chapter Five):** By chartering an Ergothian Merchant Marine vessel or using magic, the heroes might set a course for the capital city of Frost's realm, the ogre city of Daltigoth. They could be investigating the *allomanya* or the Whitescale Society who attacked them in Kalaman and might attempt to sneak into the city.

- **Travel to Khimel (Chapter Six):** Rather than head to Cristyne or Daltigoth, the heroes might attempt to go straight to the icewarrens of Khimel, the breeding ground of the white dragonspawn. This chapter hasn't given them much to lead them to Khimel directly, but Legion intelligence from Gibrana Rentir or Etharion Cordaric could point them in that direction.

RETURNING TO KALAMAN

If the heroes decide to return to Kalaman at a later date, not much will have changed. Factions they have encountered during their time away will have adjusted to events, and there's a chance some of them will have grown or diminished in the Lordcity. Determine which faction out of the Ergothian Merchant Marine, the Knights of Solamnia, the Legion of Steel, or the Brass Tigers is strongest; this faction will have achieved short-term prominence in Kalaman in the heroes' absence. You might treat this as merely one of the ways in which the heroes are affecting the world around them for the stronger faction will also pointedly note its connection or relationship with the heroes.

If you'd like to throw in something dramatic, have Migel Aurrafil (the ex-husband of Jennetta, Mistress of the Light of Shinare) make a play for the governorship while the heroes are away. They can then decide whether to support him, oppose him (which could be more likely), or do nothing. If they do nothing, Migel maneuvers his internal political support into a vicious period of unrest that occupies Kalaman for months. If they help him, their faction rating with the Ergothian Merchant Marine, the Brass Tigers, and the Legion of Steel all drops by -2. However, their faction rating with the Knights of Solamnia increases by +3, as Aurrafil has made promises to the Lord Regent of Palanthas and other Solamnic lords. If the heroes oppose Aurrafil, they will likely succeed; Aurrafil will either flee, confront the heroes with a gang of thugs, or submit to the heroes' discretion. Faction ratings with the Brass Tigers and Legion of Steel will go up by +2, with the Solamnic rating dropping by -1 and the Ergothian Merchant Marine rating remaining steady.

CHAPTER TWO: FIRES IN THROTL

*Buried within the lair
of a brutish drake of fire
a dragon lord, with claws like swords
lights a Legion's funeral pyre.*

CHAPTER SYNOPSIS

In this chapter, the heroes follow Gilthanas's trail to Throt, south of Estwilde and deep in the heart of Cinder's realm. They learn about the Malfesan Horde, an ancient power that Cinder has released, and the underground movements of the Legion of Steel in Throt.

ESTWILDE MIDLANDS OF QLETTAAR

This section presents information on the lands between the Dargaard Mountains and the Taman Busuk known as the Estwilde Midlands or Qlettaar. Harsh and desolate, this region has been home to nomads, centaurs, and goblins for many hundreds of years, and even prior to the Cataclysm it was considered inhospitable. Qlettaar is now perhaps most famous for being home to Fenalysten, the dragonlord known to mortals as Cinder.

HISTORY OF QLETTAAR

All of Estwilde was home to nomadic barbarian tribes for centuries before the Cataclysm. Ergoth, Solamnia, and Istar were all plagued at some point by these people, both

human and goblinoid. Even the centaurs native to the region have been known to be hostile at various points in history. Qlettaar was especially dangerous; trade routes, out of necessity, ran through the region and were subject to continued attack by tribal warriors and bandits who found homes in the rugged plains. Concerted efforts on the part of surrounding nations left Qlettaar in a state of permanent barbarism right up until the Kingpriest's actions brought about the destruction of Istar.

The Age of Despair saw a rise in the bandit population of Qlettaar, which in turn led to even more aggressive tribal activity. When the Dragonarmies formed in Neraka, Emperor Ariakas had no shortage of willing nomad conscripts from Qlettaar who sought the Dragon Emperor's aid against the bandits. The association with the Dragonarmies gave Estwilder nomads an unkind, though often warranted, reputation in the lands of the free peoples. United under petty warlords and funded by the Dragon Highlords, many Estwilder tribes dominated the region for years.

A pair of freedom fighters named Nathan and Warren Windsound succeeded in establishing a tradition of armed opposition to the troubles of Qlettaar. They organized raids on warlord forts, attacked supply caravans, and liberated weaker tribal settlements from oppression by others. Nathan Windsound, captured by Ariakas in the

SIGNPOSTS: GETTING HERE FROM THERE

CHAPTER Two flows naturally onward from Chapter One, but it may not be the first of the middle five chapters that the heroes play through. If the heroes are following Gilthanas by drawing on the Calantina reading, the Bone Key might have pointed them to Estwilde after the other chapters. What follows is a brief description of possible ways to get to Estwilde or Throt from Chapters Three, Four, Five, and Six, as well as Kalaman.

From Kalaman: The easiest route is to head due south and skirt to the east around the Northern Dargaard Mountains and into Qlettaar. If the heroes don't fancy crossing into Cinder's realm, they could travel up the Vingaard River to Maelgoth, take the Watching River up towards Gaarlus, then across to the Throtlyl Gap. This will add weeks to their travel time, however.

From Bastion: One of the portals to Bastion is located in the Lost Tower, slightly west of the Throtlyl Gap and about 20 miles from Throtl. If they arrive from this direction, they will start this chapter's action in Throt rather than in Estwilde.

From Cristyne: Other than the use of *teleport* spells,

the fastest route to Estwilde and Throt from Cristyne is by air, flying on the backs of griffons, wyverns, or dragons. If the heroes overcome Sylvvana and her Wichtlani Ghoul Cult, these options will be made readily available. Travel by sea is possible but will take several weeks; the heroes will need to either navigate through the Gale near the entrance to the New Sea, which at this time is extremely hazardous, or land at Caergoth and journey across Solamnia to the Throtlyl Gap.

From Daltigoth: Barring the use of magic or Bastion, traveling from Daltigoth to Throt or Estwilde is best handled by taking a ship to Caergoth and traveling overland. The heroes might also have use of wyverns, griffons, or dragons by this point, which will make travel time considerably shorter.

From Khimel: Much like Cristyne and Daltigoth, travel to Throt from the Frozen Plains of Southern Ergoth is best handled by magic, Bastion, or by air. A ship departing from Zhea Harbor would provide passage across the Straits of Algoni to Caergoth, but the rest of the journey would be a slow overland march.

ON THE TRAIL OF GILTHANAS

In this chapter, Gilthanas heads directly for Throtl where he meets the red dragon Cinder and makes an offer of alliance to him from Frost. Cinder initially refuses, but Gilthanas promises him all of Solamnia, Neraka, and the North if he agrees to the proposal

(“too warm for my master,” he says). Suitably flattered, Cinder promises to give the elflord his decision in a few weeks. Meanwhile, Gilthanas locates the dragon skull in the sepulcher of the Alcazar, Throtl’s walled fortress.

War of the Lance, was freed by the Solamnics; upon his return, he introduced a number of tricks he learned from other rebels in captivity. The Windsounds’ mission was passed on to Warren’s children, who carried it until the Chaos War. In the first years of the Age of Mortals, Yana Windsound, granddaughter of Warren, married a caravan guard named Valen Dorova. Their son and daughter joined the Legion of Steel in order to oppose the hobgoblin armies that dominated Qlettaar. The Dorovas, heirs to the Windsound legacy, would soon find themselves in even hotter water.

Together with Throt to the south, Qlettaar has served as the stomping ground for one of the most dangerous red dragons remaining in Ansalon since 399 AC/16 SC. Cinder became familiar with the region from his time as one of the mighty reds under Ariakas’s command. He swiftly established control over the goblinoid tribes, brought the cities of Throtl, Firstwal, and Haligoth under his power, and became an even greater threat than the hobgoblins could ever have been. The heroes have the opportunity to aid the Dorovas and the Legion of Steel in freeing Ansalon from Cinder’s reign of terror, and they bear a weapon that should prove singularly useful in ending the great red’s life.

TRAVEL IN QLETTAAR

Important Rules: Overland Movement, Chapter 9: Adventuring in the *Player’s Handbook*; Survival skill, Chapter 4: Skills, in the *Player’s Handbook*; Marsh Terrain, Chapter 3: Adventures in the *Dungeon Master’s Guide*.

Qlettaar is a bleak and rugged land, usually avoided by travelers. It is by definition temperate marsh terrain, specifically moorlands. Bogs and quicksand are common and often difficult to spot. The heroes might travel for several miles without finding potable drinking water, as much of the region’s water is underground or in the form of thick mud and polluted ponds. Streams criss-cross the broad Qlettaar basin but are heavy with sediment and silt. Use the following information to determine specific issues relating to travel in Cinder’s scorched heath.

TRAVEL BY LAND

Qlettaar is considered trackless terrain for the purposes of foot or mounted travel (x3/4 speed). Trails do exist through the region, used most often by centaurs and human tribes (x1 speed), but they are lateral east-west trails and of little use to the heroes if they are heading north or south. Finding such a trail requires a DC 15

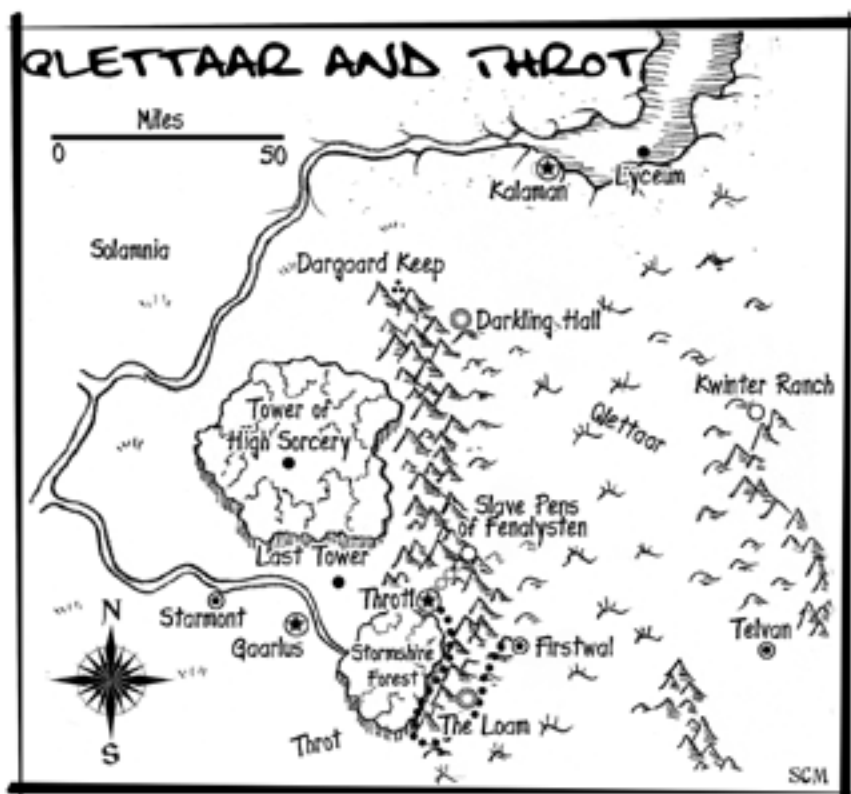
Survival check and a four-hour period (morning, afternoon, evening, etc). Typical travel time is 8 hours per day; nighttime travel in Qlettaar is problematic due to quicksand hazards and nocturnal hunters (see Random Encounters).

TRAVEL BY AIR

Flying remains the best option for rapid travel across Qlettaar. Cinder is a potential hazard, however, and his vision is extremely keen. He is more likely to spot a party of flying adventurers than one traveling across land (see Random Encounters). Typical travel time is 8 hours per day with magical flight, as it is just as tiring as other forms of movement and subject to penalties from forced marches.

FEATURES OF QLETTAAR

The midlands of Estwilde are primarily temperate moorlands, a relatively featureless basin between



two great mountain ranges that drains poorly and remains warm and boggy for the greater part of the year. By this point, the heroes should be well acquainted with marsh travel, although Qlettaar represents yet a third form of this terrain (after the Great Moors of Nordmaar and the Shadowglades of northern Estwilde). It is literally a wasteland, hundreds of miles of very little vegetation and sticky, foul-smelling mud surrounding wide flat-topped hilly terrain covered in dry scrub.

WEATHER

During the summer months, Qlettaar is a muddy and inhospitable land with daylight temperatures averaging 75 degrees F and evening temperatures as low as 45 degrees F. Storms caused by the basin effect between the mountains occasionally produce rain in spring or autumn, but most of the region's water comes from the runoff of the Dargaard Mountains and the Khalkists. Wind can spring up from nowhere, producing gale-force winds or chinooks, but these are more common in the colder months and near the Throtl Gap or the passes that lead east into the Khalkists.

FLORA AND FAUNA

Despite Cinder's depredations, life still clings doggedly to the Qlettaar region. Insects and birds are prevalent, especially near streams and in the foothills of the Dargaard Mountains. Many herons and other waterfowl migrate

through Qlettaar from the warmer reaches on their way to the New Sea in summer. Predatory animals consist mainly of hawks or falcons, but Qlettaar is home to a number of species of carnivorous animals, such as weasels and jackals. Goats are the primary herbivore in Qlettaar. The vigorous population includes the Dargaard shaggy goat, which is primarily found in the foothills of its namesake mountains, and the Qlettaar moorgoat, which can be found in herds across the upper half of the midland basin.

Qlettaar's plantlife is uniformly short grasses, reeds, lichen, and fungi. There are few trees of any height. Broad-leaved creepers, thornbushes, and bogweeds provide a break in the usual flora, clustering around hedgerows that surround larger marsh areas. Despite appearances, there is sufficient plantlife in Qlettaar to enable a subsistence living for the tribal inhabitants. Local plants can even produce enough variety for an herbalist or mage to scrounge together basic ingredients when necessary (Search DC 20 over the course of an hour, +2 synergy bonus from 5 ranks in Profession [herbalist] or Knowledge [nature], as appropriate).

RANDOM ENCOUNTERS

Important Rules: "Quicksand," Marsh Terrain, Chapter 3: Adventures in the *Dungeon Master's Guide*.

The chance of a random encounter in the Qlettaar region is 10%, checked in the morning, afternoon, evening, and at night. You are free to introduce an encounter at any

KNOWLEDGE OF QLETTAAR

THE following table shows the results of an applicable Knowledge (geography) or Knowledge (local) check as it relates to the Estwilde Midlands of Qlettaar. Because of the extensive Legion activity in this region,

a character with the Legion knowledge class feature gains a +2 synergy bonus or may use Legion knowledge instead of a Knowledge check.

DC	Results
10	Cinder is one of the largest red dragons in Ansalon and arrived in the Qlettaar region 23 years ago. He is widely known as brutal and violent. He is rarely in his lair, spending time flying over Qlettaar and Throtl, jealously watching over his domain.
15	Cinder keeps slave camps near his lair, as well as in other parts of Qlettaar. He has hobgoblin tribes and draconian bosses round up mountain nomads, centaurs, dwarves, and any other able-bodied male to work in his slave mines.
20	Hangknarb, the hobgoblin chief of Cinder's slave camps, was recently assassinated. Cinder's operations have moved to Throtl, and he has a new chief named Two-Faced Grom who arrived in the region only a few months ago. Grom is the leader of a huge army known as the Malfesan Horde.
25	The Legion of Steel engineered Hangknarb's assassination as part of their ongoing efforts in the region to destabilize Cinder's control and liberate the slaves. The Legion commanders are a brother and sister, great-grandchildren of famous freedom fighters from the War of the Lance.
30+	Cinder found something during excavations of his lair several months ago that he seems very pleased with. It is the source of his newfound aggression toward Solamnia and Fume, the green dragon to the north. Two-Faced Grom and the Malfesan Horde are also somehow connected to this discovery, which is now located in the city of Throtl and guarded by Cinder.

time, as usual; it might be worthwhile to include at least one encounter with the Qlettaar centaurs, with a patch of quicksand, or with Cinder himself. If the heroes are flying across Qlettaar, there is a one in four chance that any encounter they have is with Cinder. Encounter distance on land is 6d6x10 feet; in the air, it is considerably longer (6d6x50 feet).

d%	Encounter	Average EL
01-10	Draconian slavers*	16
11-25	Malfesan athaches (2d6)	15
26-50	Centaur warband	14
51-75	Quicksand!	—
76-85	Malfesan hobgoblins (3d6)	16
86-95	Medusa clerics (1d3)	17
96-00	Cinder*	18

* Unique encounter. Reroll if this entry has been encountered before.

Most encounters are standard; statistics may be found in the *Monster Manual*. Specific encounters are described below:

Draconian Slavers: This is a caravan of draconians working for Cinder, making their way from a remote Estwilder settlement with fresh captives destined for the slave camps in Throtl. The group consists of a bozak slave boss, Kemiz (NE male bozak fighter 8), six kapak slavers (CE male kapak rogue 4/fighter 4), and a sivak thug (NE male sivak barbarian 5). Their caravan includes eight pack mules, horses for the kapaks and the bozak chief, and three caged wagons holding a total of eighteen young human and dwarf males (most of them commoners and experts). The cages are locked (Open Lock DC 30) and barred (Break DC 22). The slavers believe they have every right to travel in Cinder's realm and will attack the heroes if challenged.

If the heroes have already encountered this group in Throt, roll again on the encounter table.

☞ Bozak slave boss: hp 70, see page 296

☞ Sivak thug: hp 94, see page 301

☞ Kapak slavers (6): hp 65, see page 298

Malfesan Athaches: The Malfesan Horde has a contingent of athach barbarians (CN male athach barbarian 2) among them, huge multi-armed aberrations of giantkind that stem from Malfesus's unnatural influence and which are now under Grom's command. Several bands of Malfesan athaches travel the Qlettaar, looking for tribal humans and centaurs to terrorize. Not the smartest of creatures, any athaches the heroes run into will attack them on sight, hoping for rich spoils to take back to the Horde.

☞ Malfesan athaches (2-12): hp 156, see page 299

Centaur Warband: The Qlettaar is home to many tribes of centaurs, the majority of which are of mixed

ethnicity (Abanasinian and Endscape breeds). A typical warband is lead by a warchief (N male centaur ranger 9 of Chislev) accompanied by 1d6+3 elite centaur warriors (N male centaur warrior 7). The warband will be belligerent, but they are loosely allied with the Legion and oppose Cinder. If the heroes indicate they are in Qlettaar to help, the centaurs may even accompany them south to Firstwal or Cinder's (former) lair, giving them the benefit of their knowledge of the land (overland movement rate increases to x1 instead of x3/4).

☞ Centaur warchief: hp 73, see see page 297

☞ Centaur elite warriors (4-9): hp 86, see see page 296

Quicksand! Poor drainage and hundreds of years of silt and failed irrigation have led to many areas of quicksand in the Qlettaar. If the heroes are traveling at a fairly slow pace, these patches can be avoided with a DC 12 Survival check (standard DC is 8, worsened by the overall condition of the land in Qlettaar). Otherwise, the lead character will automatically blunder into the bog; each additional character may make a Reflex save (DC 20, minus 2 for each character after the second) to avoid following right behind. See Chapter 8 of the *Dungeon Master's Guide* for more information.

Malfesan Hobgoblins: The largest proportion of the Malfesan Horde is the hobgoblin contingent. These malcontents differ markedly from their regular goblinoid brethren, because they have all been exposed to the unnatural power of Malfesus, the demonic offspring of Hiddukel. They are gurik cha'ahl, "ghost people," deformed and misshapen. If encountered, a group of Malfesan hobgoblins from one of the many central Qlettaar auls (or sub-groups within the Horde) consists of equal numbers of scouts (CN male gurik cha'ahl hobgoblin rogue 8) and berserks (CN male gurik cha'ahl hobgoblin barbarian 8).

☞ Malfesan hobgoblin scout: hp 52, see page 300

☞ Malfesan hobgoblin berserk: hp 96, see page 300

Medusa Clerics: With the influx of Hiddukel's worship in the north and that dark god's patronage of the Malfesan Horde through Two-Faced Grom, a number of other devotees have begun to migrate to Estwilde. These medusas (CE medusa cleric 6 of Hiddukel) are pilgrims of a sort, dark priestesses of the Prince of Lies headed to Throt to assist Cinder and the so-called Bride of Malfesus, Thelmenope Regia. Originally from the Taman Busuk, the pilgrimage has set out in small numbers, and usually only a pair will be encountered. They will be disguised; seductive, diplomatic, and ingratiating, they will take the earliest opportunity to harm the heroes if it can suit their purpose.

☞ Medusa clerics: hp 67, see page 300

Cinder: If the heroes encounter Cinder as a result of the random encounter table, the confrontation will be brief—though extremely dangerous. Cinder spends a lot of time flying across the Qlettaar and Throt; he enjoys using his breath weapon and spells on landbound targets such as tribesfolk, centaurs, and goats. For the purposes of this encounter, Cinder flies down upon the heroes, closing to 100 ft. and exposing them to his frightful presence. On the next round, he flies 30 feet closer, breathes on the party,

and continues flying away for the remaining 170 feet of his movement. On the third and final round, he drops a *fire storm* spell upon the area in which the heroes are located and flies off, satisfied that he has either made his point or grown tired of the diversion.

This encounter gives the heroes a real taste of the danger they are in and the power of Cinder, but they should be able to withstand his fiery attack (or recover from it) and possibly even respond with spells or ranged attacks. Cinder won't stay to continue any fight, considering it beneath him, but if one of the heroes brings out *Huma's Dragonlance*, the great red will certainly remember it. This encounter is rated as an EL 18 (for its brevity and associated reduced risk), and if the heroes manage to drive Cinder off or make a good showing of it, consider awarding the survivors XP equivalent to a CR 18 encounter as an ad-hoc XP award.

☞ Cinder: hp 660, see page 291

ADVENTURE SITE: ABANDONED SLAVE CAMPS

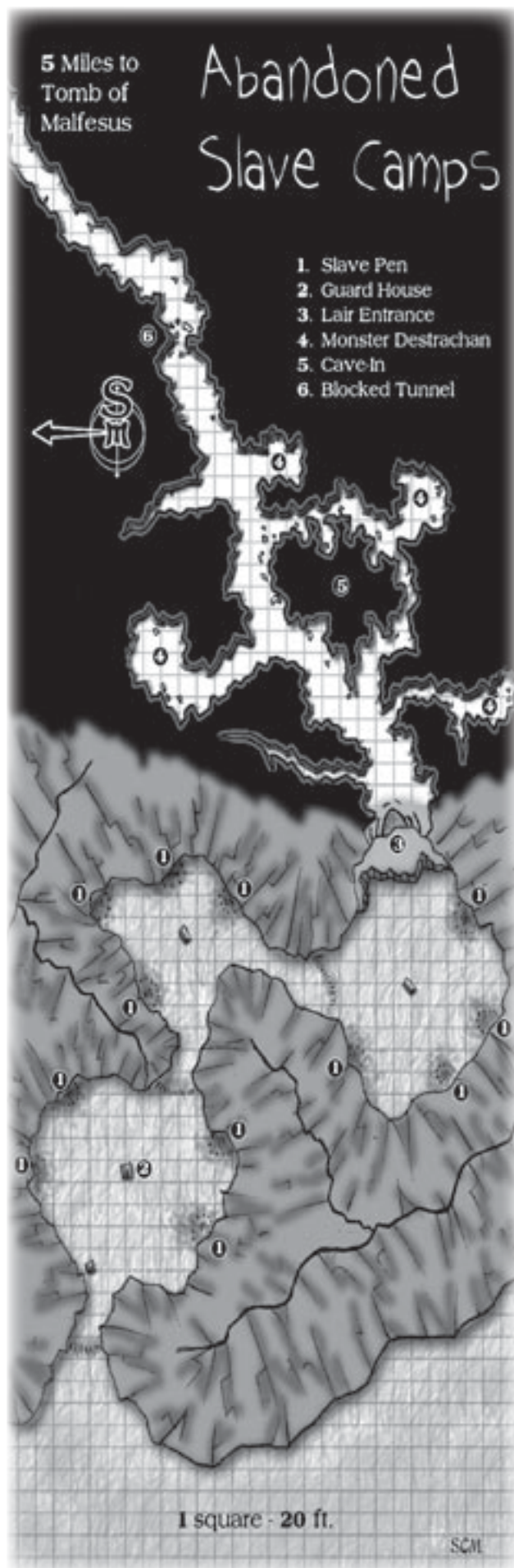
While there were once many slave camps around Qlettaar set up by Cinder and his minions, his primary slave camps were constructed on the slopes of the Dargaard Mountains, below his cavernous lair. Cinder spent the better part of twenty years in this lair, personally excavating tunnels deep into the side of the Dargaard Mountains and using dwarven and human slaves to do the rest. Several months ago, Cinder's efforts to increase the size of his lair led him to discover two things of great significance. The first was the skull of one of the five dragon progenitors (determined by the Bone Key of the Calantina reading) and the second was the Tomb of Malfesus.

Cinder has taken both the skull and the contents of the Tomb to Throt where they will play a crucial part in his future plans for both invading Solamnia and taking over the Woods of Lahue. The Malfesan Horde arrived shortly after and, with his operations now based out of the city of Throtl, the great red collapsed his old lair and left it behind him. The camps have been abandoned for six months; in the intervening time, other residents have moved in and taken over operations.

The slave camps consist of a dozen open pens in each of three small valleys or ravines leading up to the main cave entrance. The pens are little more than circular patches of dirt, twenty to thirty feet in diameter, surrounded by thick wooden posts and 15-ft. high wooden fences. Sharpened stakes provide some insurance from escaping slaves, although the draconians and hobgoblins are more effective. Mining gear and supply buildings are scattered about, and pathways provide access up the rocky slope to Cinder's lair.

GETTING TO THE ABANDONED SLAVE CAMPS

Any of the locals in Qlettaar can tell the heroes about the slave pens of Fenalysten the Red. Cinder's relocation is not common knowledge (see the "Knowledge of Qlettaar" sidebar), so there are still nomad humans, centaurs, and others who can point the heroes in the direction of Cinder's old lair. The slave pens are located in the foothills



of the Dargaard Mountains on the opposite side of the range from Throt; they are 80 miles as the wyvern flies from Kalaman and 20 miles from Firstwal.

Approaching the camps should not present the heroes with any great difficulty. Cinder's hobgoblin patrols no longer maintain active duty in the area, and the bozak slave bosses left with the slaves and Cinder's other minions. Check for random encounters once the heroes are five miles out, however; even abandoned, the slave camps are infrequently visited by patrolling groups allied to Cinder.

PEOPLE TO MEET IN THE ABANDONED SLAVE CAMPS

None of Cinder's former slave bosses, hobgoblins, or slaves remain in the slave pens near his former lair. Since the camps' abandonment, however, the still-present influence of Malfesus has attracted a pack of destrachans that have set up their own home within the remains of the caverns. Malfesus's aberrant power has mutated some of these creatures into monstrous versions of their kind, and they have survived for the past few months on underground vermin, larger creatures such as dire rats and wild goats, and the occasional hobgoblin patrol.

Eight destrachans are currently lairing in the caverns. Four are standard 8 HD creatures, while the other four are Huge 20 HD mutants with even more grotesque qualities. At the first indication of new arrivals, the four smaller destrachans will advance out of the cave mouth, two at a time, and try to determine the level of the threat. The four larger destrachans are located in separate chambers deeper within the caves, and they will arrive one at a time over the next few rounds as the situation develops. The smaller destrachans are not above running from the heroes if it means drawing them in towards their mutated cousins.

☞ Destrachans (4): hp 60, see *Monster Manual*.

☞ Advanced destrachans (4): hp 190, see page 295.

THINGS TO DO IN THE ABANDONED SLAVE CAMPS

The slave pens serve two purposes in this adventure. The first is to provide information about the current activities of Cinder and his minions. The second is to offer the heroes a chance to get to Throt more quickly, at the risk of facing horrors buried beneath the Dargaard Mountains.

If the heroes spend at least an hour searching the abandoned camps, a DC 20 Search check will uncover evidence of a fairly rapid exodus from the site. The slavers packed up most of their supplies, roped together the prisoners and laborers, and headed south towards the Throtyl Gap. The only supplies left seem to be an odd assortment of mining equipment, slave collars, chains, and barrels of soured wine and watery ale.

If the heroes deal with the destrachans and venture further into the caves, a DC 22 Knowledge (engineering)

check or similar appropriate observation will reveal that the complex was once much larger. The caves are large enough to accommodate Cinder's bulk and go back about three hundred feet, branching into several open chambers with clear signs of being carved out of the rock by claws or manufactured tools. Scattered remnants of Cinder's hoard can be found—mostly loose coins or pieces of artwork (Search DC 18, total value 8,400 stl). Many other tunnels are now filled with rock and rubble. One pathway deeper into the mountains can be found and cleared with about two hours work, however. This tunnel will accommodate creatures of Large size or smaller (too small for Cinder or the larger destrachans) and will lead first to the Tomb of Malfesus and ultimately to the other side of the Dargaard Mountains and the city of Throtl.

LEAVING THE ABANDONED SLAVE CAMPS

The heroes will have a number of possible destinations after visiting the slave pens. They can follow the trail of the slavers to the south, head around the Throtyl Gap, and pass through the Stormshire forest towards Throtl. They may choose to stop first at the Loam (see the associated Adventure Site). Alternately, they can head southeast to Firstwal or travel north to Kalaman.

The other option for the heroes is to travel under the mountains. If they cleared rubble from Cinder's lair and uncovered the last remaining tunnel, they can head towards Throtl by way of the Tomb of Malfesus and many miles of underground passages.

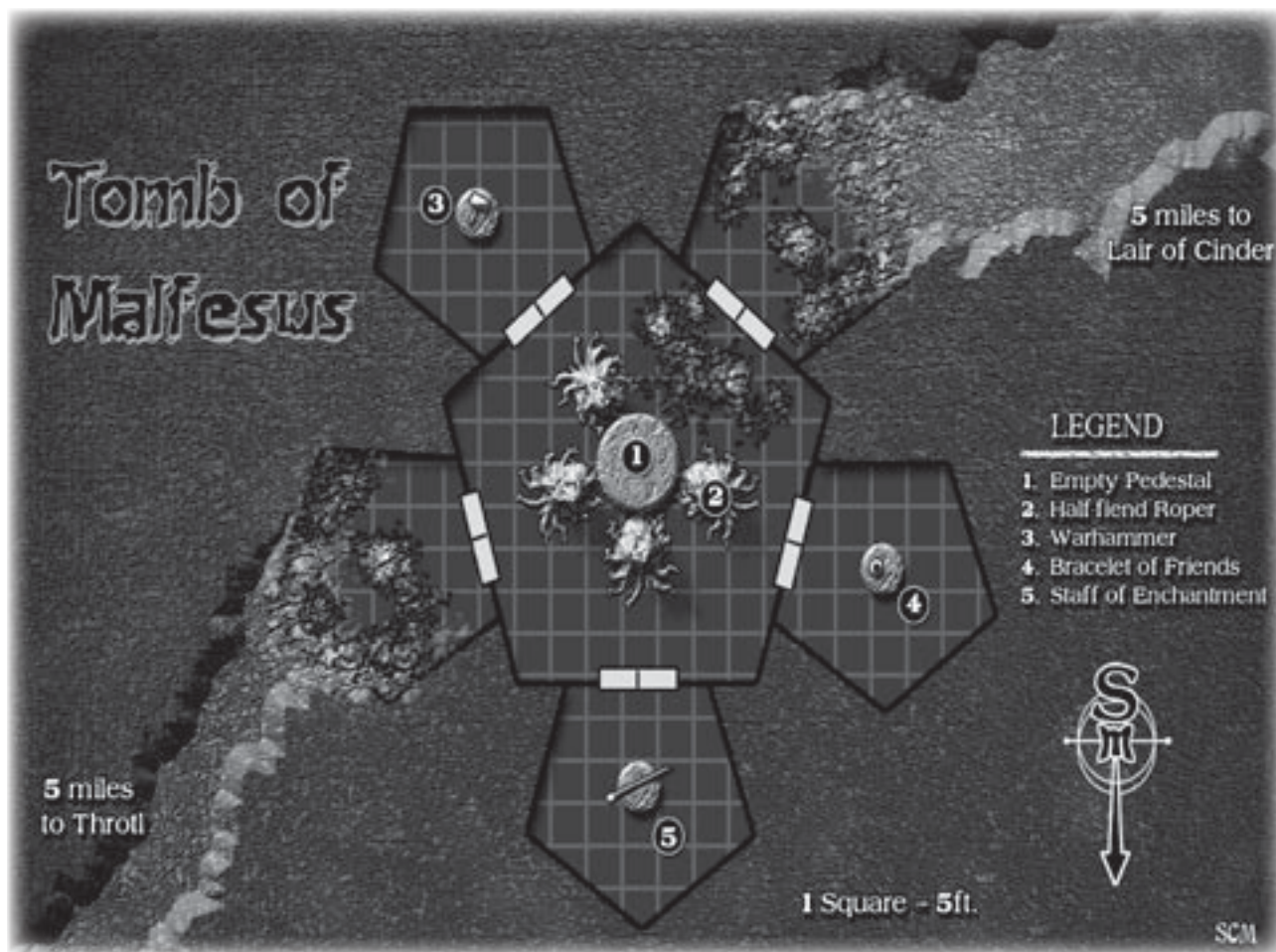
TRAVEL

From Slave Camps	Kalaman (80 miles)	Firstwal (20 miles)	The Loam (35 miles)	Throtl (80 miles)	Tomb (5 miles)
Walking (20')	6 ½ days	1 ½ days	2 days	6 ½ days	2 ½ hours
Walking (30')	4 ½ days	1 day	1 ¾ days	4 ½ days	1 ½ hours
Horseback	2 ½ days	¾ days	1 day	2 ½ days	1 hour
Flight (40')	2 ½ days	½ day	1 day	¼ day*	N/A

* Travel to Throtl via the air from the slave camps can be accomplished by flying over the Dargaard Mountains, rather than heading south, passing through the Throtyl Gap, and then turning north again. If the heroes do choose the longer route, the flight time will increase to 2 1/2 days.

ADVENTURE SITE: TOMB OF MALFESUS

Malfesus was the hideous multi-headed offspring of Takhisis and Hiddukel, or so the fiend's story goes. No bard's lorebook or sage's scrolls have ever accounted the full truth of his birth, but it is known throughout the history of Krynn that the serpentine abomination has surfaced from time to time, coinciding with times of war, misery, famine, and betrayal. Following the War of the Lance, the creature emerged once more, this time in the region of Lemish, where it was finally killed in a desperate battle with adventurers. Not one to let his offspring off easily, Hiddukel placed the creature's remains in a subterranean chamber beneath the Dargaard Mountains with a group of demonic guardians, with the expectation



that one day the creature would prove useful to his unholy father.

The red dragon Cinder has already pierced the wards and protections placed around the chamber in which Malfesus was interred and taken those remains away with him to Throtl. The demons Hiddukel had set to guard the body are still there, furious that such a thing has happened. Although the heroes of this adventure may uncover some information about Malfesus from his tomb, it will surely present them with significant risk.

The Tomb itself is a pentagonal chamber, fifty feet wide at its widest points. The walls are black stone, veined with red and purple; the ceiling rises from each corner of the room to a single point fifty feet above the floor, forming a five-sided dome. The floor is polished to a mirror-like finish and, like the walls, is cool to the touch. Set into each wall is a set of iron doors, twice as large as a man, and covered in bizarre circular patterns and spiral sigils. Ten feet from each door and surrounding a five-sided dais in the center of the room are four misshapen stone columns, ten feet in height, carved to resemble masses of thick, snakelike tentacles or limbs. A fifth column lies in pieces on the floor. The dais once bore the calcified remains of Malfesus but is now empty.

GETTING TO THE TOMB OF MALFESUS

From Cinder's old lair at the Abandoned Slave Camps, the Tomb of Malfesus is about 5 miles away along a series of underground passages and tunnels underneath the

Dargaard Mountains. This journey may not pass without incident—the heroes may encounter a number of foul subterranean denizens from chokers and ropers to purple worms and delvers. A DC 25 Survival check gives any character leading the heroes the opportunity to locate ideal stopping points, places to avoid sudden falls and drops, and so forth. Failure to achieve a success each mile should indicate trouble. Just how difficult you want this to be is up to you, of course.

The heroes eventually come to a huge pair of iron doors. These doors lead into the Tomb and appear to once have been sealed with numerous magical glyphs and wards. All of these are now triggered and inactive. Opening the doors requires a DC 20 Strength check, but they are otherwise not locked or barred.

PEOPLE TO MEET IN THE TOMB OF MALFESUS

The heroes won't encounter any people in the Tomb, but they will definitely draw the attention of the Tomb's guardians. In fact, each of the stone columns is a dormant demonic creature, a half-fiend roper summoned from deep within the Abyss by the priests of Hiddukel who built this Tomb and sealed Malfesus within it. The ropers awaken as soon as a creature passes within 10 feet; the roper that lies in pieces upon the floor was destroyed by Cinder when he discovered the Tomb six months ago.

☞ Half-fiend ropers (4): hp 85, see page 297.

THINGS TO DO IN THE Tomb of Malfesus

Once the heroes deal with the demonic guardians of the Tomb, they can explore the chamber and learn a little more about what happened. Use of divination magic may reveal such things as what was on the dais (the stone corpse of the huge five-headed aberration known as Malfesus), the presence of strong residual chaotic and evil magic, and information on the breaking in of Cinder months earlier. Anyone casting spells such as *commune*, *summon monster*, *contact other plane*, or another form of magic that reaches outside the Material Realm must succeed at a DC 26 Will save or take 1d6 Wisdom and 1d6 Charisma damage from the backlash of Hiddukel's insidious presence. Such an afflicted character, regardless of whether he or she makes her save, will experience a flash of insight. That character will learn betrayal and disloyalty are in the nature of the Malfesan Horde. Defeat their leaders, and they will turn.

Three of the other four doors lead to alcoves containing magical treasures. These treasures are attuned to Hiddukel and may make good-aligned characters somewhat nervous. Each door is trapped by a *symbol of stunning* that will be triggered if opened. The doors also require a DC 20 Strength check to open because of their immense weight. The three treasures are a +1 *anarchic ghost touch warhammer*, a *cursed bracelet of friends* (the wearer of such a bracelet, and anyone to whom a charm is keyed, suffers from a -4 penalty on all Charisma-based skill checks with lawful creatures), and a *staff of enchantment* (30 charges).

☞ **Symbol of stunning trap:** CR 8; spell; spell trigger (opening door); automatic reset; spell effect (symbol of stunning, 18th-level cleric, Will DC 21 negates, 60-ft burst, stuns for 1d6 rounds); Search DC 32; Disable Device DC 32.

LEAVING THE Tomb of Malfesus

The remaining door in this room, other than the one the heroes came in by and the three that lead to the treasure alcoves, is similarly trapped by a *symbol of stunning*. It leads into a passage that extends away from the Tomb, eventually connecting with a 5-mile-long series of tunnels and passages that will ultimately bring the heroes to the mines above the city of Throtl (see area TH2: Throtl Mines in the “Key to Throtl” section later in this chapter). The heroes also have the option of going back the way they came to the Abandoned Slave Camps or using magic to depart (such as *teleport*).

ADVENTURE SITE: FIRSTWAL

Firstwal has become the capital of Cinder's domain, left to govern itself only because of the cunning of its town bosses and the constant supply of goats and slave labor it sends to Cinder. Firstwal's mining operation has been fully converted to increasing the size of Cinder's lair, but the clever Firstwallers have also been using their skills to excavate an extensive series

of underground chambers directly under the city so they will one day be able to escape the almost certain attack by the red dragon on their oppressed town. The Legion of Steel and a small but skilled group of goblin freedom fighters from the Northern Ergothian nation of Sikk'et Hul have joined the humans, hill dwarves, and centaurs of Firstwal. Their goal is the eventual defeat of Cinder, by any means necessary. Unfortunately, the Legion and the Sikk'et Hul goblins are not the only faction working within Firstwal—the Malfesan Horde controls the town, led by a nasty bugbear priest named Grislang who presents a major obstacle in the town's plans for freedom.

Firstwal was originally a walled Solamnic outpost built along the top of a steep escarpment, almost 70 feet in height, which serves to defend against attacks from the east and gives the town its name. Firstwal has poor defenses from the air; in parts of the city, there is ample evidence of previous aerial attacks as some roofs are missing and the buildings are damaged. Firstwal has only one gate, located underneath one of the watchtowers and wide enough for a single large wagon to travel under. The residents of Firstwal, as well as the Legion of Steel, know of two secret passages that lead from the tunnels underneath the town and come out half a mile away in the foothills to the north and to the south. These were once used as smugglers' routes but are now the primary means of entering and leaving the city for the Legionnaires and the Sikk'et Hul goblins.



FIRSTWAL

🏰 **Firstwal (Small Town):** Non-standard; AL CG; 800 stl limit; Assets 51,600 stl; Population 1,290; Integrated (57% human, 18% hill dwarf, 15% centaur, 7% kender, 2% hobgoblin, 1% other).

Authority Figures: Boss Cleggard Hornblende (CG male hill dwarf rogue 10), town boss of Firstwal. Boss Cleggard is the latest in a series of town bosses established after the liberation of Firstwal following the War of the Lance. He is supposed to collect taxes, gather the food, and oversee slave conscription, but he has managed to do as little of this as possible without drawing Cinder's wrath. Boss Cleggard is also addicted to *allomanya*.

Important Characters: Alleyn Retglaif (CG male civilized human fighter 8/duelist 2), town constable; Merta Hornblende (NG female hill dwarf expert 6), manager of the *Firstwaller's Pride* hostel.

Factions: Legion of Steel—Opposing Cinder the red dragonlord; Malfesan Horde—Maintaining an armed presence in the city (the Skaug aul-Malfesa) and reporting activity to Two-Faced Grom.

Faction Leaders: Grislang (CE male gurik cha'ahl

bugbear barbarian 3/cleric 9 of Hiddukel), murza of the Skaug aul-Malfesa. Wesmia Grunhilt (CG female civilized human bard 4/Legion Scout 2), town herald and covert Legionnaire.

Skaug aul-Malfesa—These are the militant warriors and scouts of the Malfesan Horde that Two-Faced Grom has stationed in Firstwal. They are elite Malfesan hobgoblins, armed with mwk falchions and wearing mwk banded mail (berserks) or mwk scimitars and studded leather (scouts), together with standard hobgoblin warriors armed with scimitars and wearing studded leather: gurik cha'ahl hobgoblin rogue 8 (20), gurik cha'ahl hobgoblin barbarian 8 (10), hobgoblin warrior 1 (100).

Firstwal Irregulars—This is an underground militia that can be gathered together in the space of four hours if needed, though it requires the command of Boss Cleggard or Alleyn Retglaif. Some of the irregulars are Legionnaires or Legion apprentices. The irregulars are humans, hill dwarves, and centaurs equipped with chain shirts, light steel shields, battleaxes, and light crossbows: warrior 6 (2), warrior 3 (4), warrior 1 (77).

GETTING TO FIRSTWAL

Firstwal is not difficult to locate; a DC 15 Knowledge (local) or Knowledge (geography) check allows recall of a map or directions to the town, and all of the nomads, centaurs, and hobgoblins in Qlettaar can inform the heroes of the town's location. From the north, unless the heroes are coming from the slave camps outside Cinder's old lair, there are no established roads or trails. All travel will be cross-country, and the moors will need to be navigated as usual.

From the south, and from the slave camps, Firstwal benefits from regular traffic. Trails, if not actual roads, lead along the Dargaard Mountains in both directions, skirting the Loam in the south and providing comfortable travel to the Throtyl Gap. If the heroes approach from the south, the terrain will not affect their overland rate. Firstwal is under martial law of a sort, and the walls are constantly manned by members of the Skaug aul-Malfesa, the hobgoblins of the Malfesan Horde who have been assigned to the town. Not all of them are particularly bright, so clever heroes might be able to sneak into the city, bluff their way in, or otherwise avoid a direct conflict.

PEOPLE TO MEET IN FIRSTWAL

Despite long years under Cinder's brutal rule, the Firstwallers are still optimistic and stubbornly cling to a possibility of liberation. Because of the support of the Legion, and their own ongoing success at keeping things from Cinder, most townsfolk will have a positive reaction to the presence of the heroes if they are here to aid them or provide assistance.

Boss Cleggard is a troubled ruler, because he is unable to shake his addiction to *allomanya* and unable to rid the

town of the Malfesan presence. If liberated from these influences, he could once again become a good leader for the people of Firstwal, but until this is done, all he is able to do is quietly support the town's excavation plans and hide it from Cinder and the Horde. If the heroes visit him, he will play the part of a stern and defiant town boss, but a DC 20 Sense Motive check will be enough to sense helplessness, frustration, and fear. If the heroes have experience with *allomanya*, they will recognize all the signs of addiction. His wife, Merta, runs the *Firstwaller's Pride*, the only rooms for rent in town.

Alleyn Retglaif, the town constable, is frustrated with his inability to do anything about the Malfesan Horde, especially Grislang, who he despises. He is weighing his options, wondering if it might be prudent to just leave town before things get worse or join the Legion and the Irregulars in order to help free the town from its oppression.

The Legion is assisted by a delegation of goblins from Sikk'et Hul, a province in Northern Ergoth where the goblin tribes have become somewhat civilized and removed from the crafty and malicious ways of their cousins from elsewhere in Ansalon. They are responsible for eliminating the hobgoblin chieftain Hangknarb, Cinder's former head of the slave camps in Qlettaar. Wesmia, herself an Ergothian, helped smuggle them into Firstwal. The goblins reside in the secret rooms underneath Herald Hall. Tunnels beneath the Hall allow the goblins and other members of the Legion to come in and out of the city discreetly.

Grislang, the murza or general in charge of the Malfesan Horde in Firstwal, prefers to beat confessions and information out of prisoners or suspects, and in

WHAT DOES WESMIA KNOW?

WESMIA Grunhilt serves as the town herald, but her more important role is as the Legion liaison in Firstwal. She is under the guidance of Kiro Dorova, but recent events have kept him in Throtrl. Wesmia is in over her head, but does her best to keep a brave face.

The following represents some typical answers to questions the heroes might have about Cinder, Frost, Gilthanas, and other topics.

What's your connection to the Legion?

"I bear my starjewel proudly, but I'm working covertly. We have a cell here that has been growing, but the rest of us are in Throtrl. I have to admit I'm kind of nervous out here on my own. Cinder's about to make his move, I think."

Who are these goblins?

"These are our allies from Northern Ergoth. They come from the goblin nation of Sikket'Hul, and they've already been instrumental in opposing the stranglehold the hobgoblins have on this region. These new hobgoblins, however, are like nothing they've ever seen, although I heard the goblins mention the phrase 'gurik cha'ahl' in reference to them once."

What's going on with Cinder?

"Word is he's left his lair and moved directly to Throtrl on the other side of the Dargaards. He took his entire army with him, although his horde of misshapen

hobgoblins has left a big group here to watch the place. Cinder's army is commanded by a huge two-headed giant, but a bugbear priest is leading the ones here in Firstwal."

What do you know about Frost?

"Gellidus? Yes, the last Overlord; the Legion is very active in trying to oppose him. We have some agents in Daltigoth, for instance. He has far-reaching plans, but we do not know what they are. We are not strong enough to challenge him in his lair at Khimel... yet. Give us time."

Have you seen Gilthanas?

[If Gilthanas has been to this chapter] "He was in Throtrl recently, yes. Kiro sent word to me that he had been there, but he did not stay long. Long enough to meet with Cinder, which has all of us extremely concerned. If you know anything about this, I welcome your insight."

[If Gilthanas has not yet been to this chapter, or is in this chapter at the same time as the heroes] "The famous Gilthanas? No, I have not. I heard that he was in Sanction late last year, before winter. Legion contact with him is not very extensive, although I am certain Emma would know more in Daltigoth. Why do you ask?"

the evenings, the screams of these victims can be heard throughout the streets around the Town Hall, adding to Grislang's foul reputation. The Skaug aul-Malfesa begin as Unfriendly to almost everyone. They actually respect power and strength, so intimidation functions much like standard diplomacy for them. If the heroes succeed in defeating Grislang, there is a good chance they can bring much of the Skaug aul-Malfesa under their control.

THINGS TO DO IN FIRSTWAL

Firstwal is a town in desperate need of being saved. There are a variety of ways the heroes can do this; in the process, they may improve their faction ratings, gain allies, and learn valuable information. With Kiro Dorova in Throtrl, Wesmia is eager for assistance in overcoming Grislang and protecting the fledgling Legion cell in Firstwal. She will share what she knows and help the heroes in any way she can if it seems likely they will help her in return (see the sidebar "What Does Wesmia Know?"). The Sikk'et Hul goblins will probably join forces with allies of the Legion. Overcoming Grislang could also bring the Horde in Firstwal to the side of the heroes.

Boss Cleggard, despite his good intentions, is also a liability to the town with his addiction to *allomanya*. His constable, Alleyn Retglaif, could become an ally of the heroes if convinced to do the right thing (or the wrong thing, depending on how one looks at it). The Irregulars will assist the heroes if asked by either Cleggard or Alleyn.

If the heroes choose, they could leave Firstwal with a small army of humans, dwarves, centaurs, goblins, and hobgoblins in tow.

LEAVING FIRSTWAL

Once they have achieved what they need in Firstwal, they can carry on with their journey and head to Throtrl. If they have not yet traveled to the slave camps and Cinder's former lair, this may be a good time to do so. Otherwise, they will head through the Throtyl Gap, turn north, and pass through the Stormshire Forest to reach Throtrl.

TRAVEL

From Firstwal	Kalaman (100 miles)	Slave Camps (20 miles)	The Loam (15 miles)	Throtrl (60 miles)
Walking (20')	8 days	1 ½ days	1 day	5 days
Walking (30')	5 ½ days	1 day	6 hours	3 ½ days
Horseback	3 ¼ days	¾ day	3 hours	1 ½ days
Flight (40')	3 days	½ day	4 hours	4 hours*

*Travel to Throtrl via the air from Firstwal can be accomplished by flying over the Dargaard Mountains, rather than heading south, passing through the Throtyl Gap, and then turning north again. If the heroes do choose the longer route, the flight time will increase to 3 days.

ADVENTURE SITE:

THE LOAM

The Loam is a magical site sacred to the goddess Mishakal. The soft, lush soil of the area possesses remarkable properties that enhance the natural healing of those who lie upon it or remain in contact with it for at least 24 hours. It is an oasis of restoration and beneficence in a region of despair and turmoil, so it offers the heroes some brief respite in the course of their travels.

The Loam is an area roughly oval in shape 160 feet long and 100 feet wide. Several shallow ponds within the Loam's boundaries are always composed of fresh drinkable water, unlike much of the surrounding region of Qlettaar. The rest of the Loam is soft, spongy earth and soil covered in patches of peat moss.

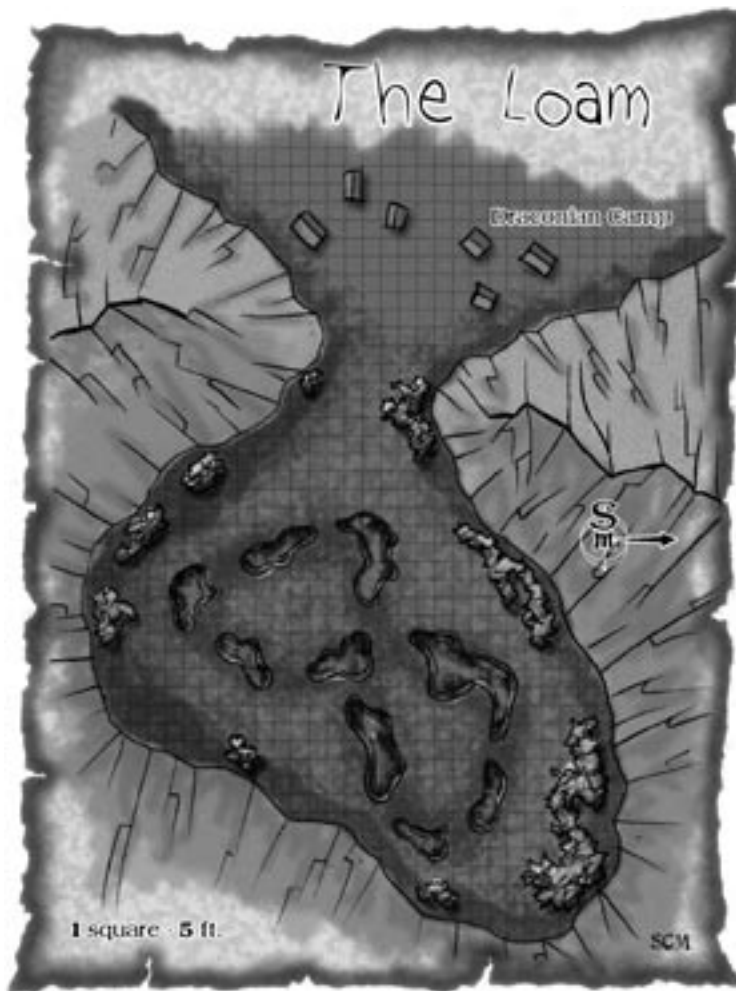
GETTING TO THE LOAM

The Loam is situated at the entrance to one of the many long, narrow valleys and ravines that extend up into the Dargaard Mountains. It is 35 miles from Cinder's abandoned slave camps and 15 miles from the town of Firstwal. A DC 20 Knowledge (local), Knowledge (religion), or Knowledge (geography) check will allow recollection of its rough location, and a DC 25 Survival check will get the heroes to the exact site.

PEOPLE TO MEET IN THE LOAM

Although the Loam is sacred to Mishakal, the oppressive forces in the region know of its properties. Cinder stationed a unit of bozak draconians here to guard against its use by pilgrims or travelers over five years ago, and their camp is still present. These bozaks have grown to doubt their own loyalties to Cinder, and they can occasionally be convinced to let people stay for healing or devotional purposes—for a price, of course.

Six bozak spellguards (LE male bozak sorcerer 2/fighter 3) are currently guarding the Loam. They are cunning and understand that as a group they present a formidable opposition to most visitors. Two bozaks will walk out to interpose themselves between the Loam boundary and the heroes, while the other four watch from a distance of



about thirty feet. The bozaks will attempt to negotiate with the heroes for their stay, calling it a religious tax. “Five hundred steel a head,” one bozak says. If the heroes agree to this, the bozak adds, “And a surcharge of two hundred and fifty steel.” If either of these exorbitant sums causes the heroes to balk, the bozaks will just sneer and tell the heroes to move on.

Either intimidation or diplomacy may work. Consider the bozaks Unfriendly to begin with. Each bozak gains a +4 bonus on their level check to resist against Intimidation checks because of their greater fear of Cinder. Bozaks cowed by the heroes into letting them stay at the Loam will make

every effort once the heroes leave to follow them and either inform Cinder of their location or stage an ambush or strike against the heroes.

☞ Elite Bozak spellguards (6): hp 56, see page 297.

THINGS TO DO IN THE LOAM

If the heroes spend at least 24 hours in the Loam's boundary and in contact with the ground, their natural healing rate is doubled. The soft soil of the site can be taken away from the Loam, packed in a wagon or box, for instance, but after a week, its properties fade. Non-evil divine spellcasters (including clerics, druids, mystics, and paladins) may use the soil from the Loam to enhance their Conjunction (Healing) spells. All spells with this descriptor cast upon a character that is at least 50% covered by soil from the Loam behave as if the spell were affected by the Empower Spell metamagic feat. This does not increase the level of the spell. Soil used in this fashion loses its properties of healing and cannot be used further for enhancing curative magic.

Herbs and rushes that grow around the edges of the ponds are highly nutritious, and a character who succeeds at a DC 15 Profession (herbalism) or Craft (alchemy) check can prepare a tea from the herbs that will sustain an individual for up to 24 hours without need of food. Brewing such a tea requires 10 minutes of preparation, suitable equipment (such as a kettle or pot and a heating source), and freshly cut herbs from the Loam. The tea

must be drunk hot in order to have the desired effect. If the herbs are taken from the Loam or the tea is allowed to cool, the drink loses its special properties but remains an excellent tea.

LEAVING THE LOAM

Depending on how the heroes resolved the confrontation with the bozak spellguards, their departure may be hurried or relaxed. If they left the bozaks alive, the spellguards will abandon their posts and either head east towards Neraka (if they were convinced to desert) or follow the heroes (if they were intimidated or attacked). In any event, the Loam will not be guarded the next time the heroes come through this area.

The heroes may travel towards the Throtl Gap, heading west and then north again towards Throtl. They might head northeast towards Firstwal or north to the abandoned slave camps near Cinder's old lair and on to Kalaman. The accompanying chart depicts travel times for each destination.

THROT

This section details the windswept region that borders Estwilde, Lemish, and Solamnia and which has long been considered hobgoblin country. Although it remained under the rule of the hobgoblin king Uhkrin for decades after the Chaos War despite Cinder's arrival in Estwilde, the great red dragonlord's expansionist plans and the rise of the Malfesan Horde have led to the fall of Uhkrin's kingdom. Now, the region of Throt serves as the staging ground for Cinder's imminent push into Gaardlund and the rest of Solamnia.

HISTORY OF THROT

The eastern edge of the plains of Solamnia had always been lawless and wild, but after the Cataclysm, the influx of bandits and raiders to this stormy grassland region earned it a reputation that continues to the current era. Early rulers included the warlord Khara Warbringer, who founded the city of Throtl in a valley below the western slopes of the Dargaard Mountains, and Duke Instan Westmeier, the former Solamnic lord who carved an independent nation out of a loose confederation of petty barons and built a wall across the Throtl Gap.

Instan's Wall prevented the goblinoid tribes of Estwilde and the Taman Busuk from crossing into Throt and Solamnia for many years. As the War of the Lance began, however, the unstoppable juggernaut of the Dragonarmies drove first a wave of hobgoblin nomads and then the armies of Neraka themselves through the wall. Throt was overtaken as the Blue Wing of the Dragonarmies under Kitiara swung into Solamnia and left in its wake a string of occupied towns, forts, and outposts. Throt never recovered from this invasion; even when the Dragonarmies were pushed back and the Queen of Darkness was defeated, the Throtl Gap and Throtl itself remained under the hobnail boots of the Bonetongues, Fellrunners, Steelfangs, and still more hobgoblin tribes, many of whom fled from the rout of Vingaard and Solanthus. Although the light shone

once more in Solamnia, the nation's eastern borders were shadowed under the stormclouds of hobgoblin rule.

It was King Uhkrin, a descendant of the mighty hobgoblin warlord Crod Blackmaw, who brought the many tribes of Throt under one banner. Uhkrin was a canny leader, devious and scheming. His elite bodyguard was composed solely of his many wives, and his throne in Throtl was said to have been set atop an altar of evil. Much of this was rumor and supposition, and Uhkrin's hold over the goblins, hobgoblins, and bugbears weakened steadily after the Chaos War. Ogres from the north moved down along the Dargaard Mountains and settled near Throtl, a constant thorn in Uhkrin's side. Trolls from Lemish migrated north into the area, forming raiding parties of their own. The Dragon Purge ended with a mighty red dragon over the mountains to the east with eyes looking westward. And remnants of the Chaos War, shadow wights and worse, still lurked among the dark woods of the Stormshire Forest and the ruins of the Last Tower.

Recently, a new gathering of hobgoblins, goblins, bugbears, and some nomad humans sprung up in Estwilde and gathered under the leadership of an ettin named Two-Faced Grom. This group, the Malfesan Horde, swiftly made a deal with the red dragon, Cinder, becoming the dragon's primary military force and sweeping into Throt in a matter of weeks. With them came a powerful influence, a roiling chaotic fervor that drew even more creatures into its maelstrom. Cinder descended upon Throtl, which became the new center of his draconic kingdom, and Uhkrin fled into the Stormshires, never to be seen again.

So far the Legion of Steel has been the only organization equipped to infiltrate and work against this threat. Solamnia has been reclaimed by Lord Tasgall and the late Lord Lorimar, as well as many other returning Lord Knights, but their power ends at the border (see the prologue to the novel *Lord of the Rose*, by Douglas Niles). It has been left to the Legionnaires, once again, to form the first line of defense against Cinder, the Malfesan Horde, and the fiendish power that drives and motivates them from the very heart of Throtl.

TRAVEL IN THROT

Important Rules: Overland Movement, Chapter 9: Adventuring in the *Player's Handbook*; Survival skill,

TRAVEL

From the Loam	Kalaman (115 miles)	Slave Camps (35 miles)	Firstwal (15 miles)	Throtl (45 miles)
Walking (20')	9 days	2 days	1 day	4 days
Walking (30')	6 ¼ days	1 ¾ days	6 hours	3 days
Horseback	4 days	1 day	3 hours	1 day
Flight (40')	3 ½ days	1 day	4 hours	3 hours*

* Travel to Throtl via the air from the Loam can be accomplished by flying over the Dargaard Mountains, rather than heading south, passing through the Throtl Gap, and then turning north again. If the heroes do choose the longer route, the flight time will increase to 1 1/2 days.

KNOWLEDGE OF THROT

THE following table shows the results of an applicable Knowledge (geography) or Knowledge (local) check as it relates to the region of Throt. Because of the extensive Legion activity in this region, a character

with the Legion knowledge class feature gains a +2 synergy bonus or may use Legion knowledge instead of a Knowledge check.

DC	Results
10	Throt has been ruled by hobgoblins since the War of the Lance. Goblins, trolls, and ogres also live in the region, raiding merchants and striking into the Solamnic province of Gaardlund frequently.
15	The Stormshire forest near the city of Throtl is inhabited by many dark and evil creatures, including corrupted fey and shadow wights left over from the Chaos War. Few travel to Throtl because of the wicked humanoids living there and the dangers of the Stormshire.
20	King Uhkrin is losing control over the hobgoblins of Throt. Bands of humanoids run loose in the Throtl Gap, unassociated with the king, and they fly a banner that hasn't been seen before, a 5-headed hydra symbol.
25	Cinder has moved into Throt with his new army of hobgoblins, flying the hydra banner. They are called the Malfesan Horde, and they are led by an ettin named Two-Faced Grom. King Uhkrin has been unseated, and the region is under Cinder's control.
30+	A powerful fiendish presence is also casting a shadow over Throt. Cinder has brought an entity with him to the city, and it has already been having a marked influence over the humanoids in the region. He is clearly planning on invading Solamnia and perhaps forming an alliance with Frost.

Chapter 4: Skills in the *Player's Handbook*; Hill and Plains Terrain, Weather, Chapter 3: Adventures in the *Dungeon Master's Guide*.

Because it has been well travelled, Throt's hazards are limited to its inhabitants, not the terrain or climate, assuming those who pass through the Throtl Gap know to expect stormy weather. Although the region features many terrain types (plains, hills, and forest), it has fewer natural obstacles than Qlettaar or northern Estwilde.

TRAVEL BY LAND

Most of Throt is considered to be temperate grassland plains with extensive trails and dirt roads, so overland movement is unimpeded. The eastern edge of Throt, beyond the Throtl Gap, is temperate moorland (see Travel in Qlettaar, page 60), while the northwestern part of Throt around the city of Throtl is gentle hills terrain with trails (x 3/4 movement). The Stormshire is its own separate location for the purposes of travel—see Adventure Site: Stormshire for more information.

TRAVEL BY AIR

Air travel over Throt can be problematic because of the frequent windstorms, rain, and thunderstorms that occur in the Gap and to the west, especially near the Dargaard Mountains. Much like Qlettaar, the greatest danger for airborne travel is Cinder himself, who flies over his territory frequently and has the remarkable vision that all dragons possess. In addition to Cinder, Throtl is plagued by other flying threats, such as yrthaks.

FEATURES OF THROT

Throt is divided into at least two distinct terrain types based on the proximity to the Dargaard Mountains. The Throtl Gap consists of relatively dry and windy plains, which become more marshlike towards Estwilde. Further west and north, against the southern end of the mountains, Throt is a hilly, forested area with considerable rain. The Stormshire forest is the most notable woodland in the region with its own distinct traits, as noted under the Adventure Site later in this chapter.

WEATHER

Throt's summers are tolerably warm (daylight average 73 F, evening average 38 F), although the altitude can affect this. The closer to the Plains of Solamnia or Qlettaar, the warmer it becomes. Rain is a constant presence near the mountains. This drops the temperature along valley floors such as the one that the city of Throtl occupies.

The Throtl Gap is famous for its windstorms that howl across the region throughout the year, especially in the warmer seasons when air masses slide off the mountains and collide in the broad highland pass that forms the Gap. In the cooler seasons, these storms are replaced by furious blizzards or chinook winds that can reduce the temperature swiftly.

FLORA AND FAUNA

Throt is home to several species of canine predator, from wolves and dire wolves to jackals and wild dogs. Many breeds of domesticated dog have ancestors from Throt,

and the worgs ridden by goblins are prevalent in this region. Aside from canines, Throt is also inhabited by giant insects and vermin, including some truly monstrous varieties like the ankheg and the whisper spider. Avians of impressive size and reptilian monstrosities like the yrthak find lairs in the crags of the Dargaard Mountains and hunt by day across the windswept plains and hills of Throt.

While the Throtl Gap is predominantly grassland, Throt's major woodland region, the Stormshire, is densely populated by pine, spruce, firs, and other conifers. To the south and west of the Stormshire, occasional smaller groves and woods dot the landscape and slopes of the Throtl Gap as it meets the Plains of Solamnna. Among the more common herbal ingredients used in Throt are the leaves of the Throtlese Rust Pine and the famous tar bean plant that lend themselves to hearty concoctions.

Random Encounters

Important Rules: "Storms," Weather, Chapter 3: Adventures in the *Dungeon Master's Guide*.

The chance of a random encounter in Throt is 10%, checked in the morning, afternoon, evening, and at night. If the heroes are flying across Throt, there is a one in four chance that any encounter they have is with Cinder. Encounter distance on land is 6d6x10 feet; in the air, it is considerably longer (6d6x50 feet).

Most encounters are standard; statistics may be found

d%	Encounter	Average EL
01-10	Draconian slavers*	16
11-15	Troll hunters (2d4)	16
16-25	Gorgon herd (1d6+6)	14
26-40	Chimera pride (2d4)	14
41-60	Windstorm!	—
61-75	Yrthaks (2d6)	15
76-90	Malfesan hobgoblins (3d6)	16
91-00	Cinder*	18

* Unique encounter. Reroll if this entry has been encountered before.

in the *Monster Manual*. Specific encounters are described below:

Draconian Slavers: This is a caravan of draconians working for Cinder, making their way from a remote Estwilder settlement with fresh captives destined for the slave camps in Throtl. See "Random Encounters in Qlettaar," page 61 for more information. If the heroes have already encountered this group in Qlettaar, roll again on the encounter table.

☞ **Bozak slave boss:** hp 70, see page 296

☞ **Sivak thug:** hp 94, see page 301

☞ **Kapak slavers (6):** hp 65, see page 298

Troll Hunters: These trolls comprise one of the unaffiliated warbands of their kind in Throt with no

allegiance to Malfesus or Cinder. This hasn't stopped them from raiding caravans, even those of the Malfesan Horde, which is typical of the troll mindset. These hunters have their ranger spells granted to them by Morgion, who is a favorite among trolls.

☞ **Troll hunters (2-8):** hp 130, see *Monster Manual*.

Gorgon Herd: These monstrous creatures have brass-like hides in Throt, a minor distinction compared to the iron-like breeds found elsewhere. Malfesus's energies have not mutated the bulls, but herds of the creatures do seem more numerous since Cinder brought the calcified remains of the fiend to Throtl. If encountered, this herd will charge first, then spin around and surround the survivors.

☞ **Gorgons (7-12):** hp 85, see *Monster Manual*.

Chimera Pride: As a result of the passage of the remains of Malfesus, many magical beasts and aberrations in Throt have been enhanced or mutated, often increasing in size and strength. This is a pride of Huge 15 HD chimeras, all of which show distinct signs of abnormalities and grotesque muscular growth. Each chimera has the head of a red dragon, together with a goat and a lion head, and the resemblance to Cinder's own draconic features is uncanny. The chimeras, half-mad with their mutation, will attack anything that moves.

☞ **Advanced chimeras (2-8):** hp 172, see page 295

Windstorm! If this encounter is generated, the heroes have been caught in one of Throt's freakish windstorms, whipping through the Throtl Gap or howling at the base of the Dargaard Mountains. Refer to Chapter 3: Adventures of the *Dungeon Master's Guide* for more information on the effects of a windstorm (51-74 mph winds). A DC 20 Survival check will alert the heroes to the imminent storm, giving them 3d10 minutes advance warning as the skies darken and the sound of the howling wind can be heard in the distance. The storm lasts for 2d10 minutes, during which time there is also a 30% chance of another random encounter.

Yrthaks: Native to the Throt region and the southern Dargaard Mountains, yrthaks have seen increased activity recently due to the unnatural emanations of Malfesus. Cinder occasionally feeds on an yrthak or two, but otherwise permits them to hunt around his realm. Flying targets are especially favored by the yrthaks, but they will also doggedly pursue any landbound target.

☞ **Yrthaks (2-12):** hp 102, see *Monster Manual*

Malfesan Hobgoblins: This is a group of Malfesan hobgoblins that consists of equal numbers of scouts (CN male gurik cha'ahl hobgoblin rogue 8) and berserks (CN male gurik cha'ahl hobgoblin barbarian 8). See Random Encounters in Qlettaar, page 61 for more information.

☞ **Malfesan hobgoblin scout:** hp 52, see page 300

☞ **Malfesan hobgoblin berserk:** hp 96, see page 300

Cinder: If the heroes encounter Cinder as a result of the random encounter table, the confrontation will be brief yet extremely dangerous. See "Random Encounters in Qlettaar," page 61 for more information.

☞ **Cinder:** hp 660, see page 291

ADVENTURE SITE: STORMSHIRE FOREST

Immediately south of the city of Throtl is a thickly forested woodland appropriately named the Stormshire. When Khara Warbringer founded the city, he intended to use the forest primarily as a source of wood, but also as a place to hunt wild game. Much to his surprise, and to that of every ruler after him, the Stormshire has a marked resistance to being used in such a manner. Hunting paths regrow with frightening speed, foraging parties return with tales of unspeakable horrors, and the deepest reaches of the forest have claimed more lives than the violent storms that rage overhead during much of the year. To add to the stories of evil and menace, reports of shadow wights have been recorded since the Chaos War, and the hobgoblins of Throtl avoid the woods as much as possible.

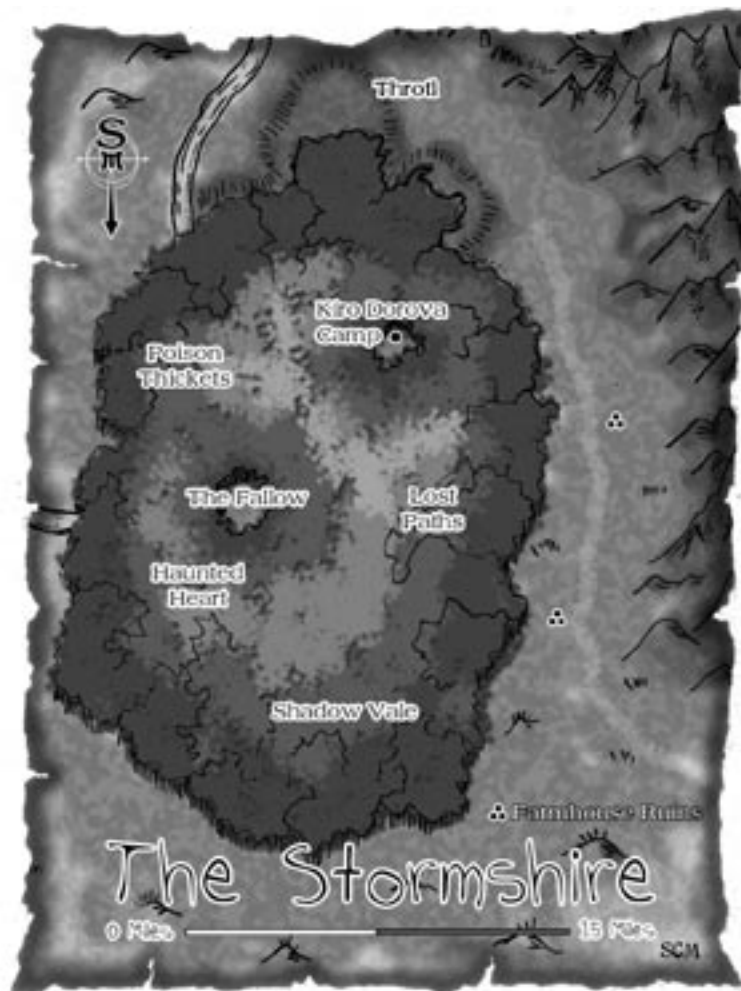
GETTING TO STORMSHIRE FOREST

It is difficult to miss the Stormshire, as it is the largest and oldest forested area in the region, with trees so tall that they can be seen from the Lemish side of the Throtyl Gap. The approach to Throtl requires passage through a stretch of the Stormshire, although thankfully it is relatively thin at that point and not as dangerous. Even with that reassurance, however, locals will hesitate to enter, and domesticated animals balk at the notion of passing anywhere near the dark, shadowy trees.

PEOPLE TO MEET IN STORMSHIRE FOREST

The Stormshire has two distinct groups of inhabitants. The first, and most famous, are the shadow wights. For thousands of years, it was just superstition and folklore that kept the stories of ghosts and specters within the Stormshire active. After the Chaos War, these stories became truth. Many shadow wights haunt the woods, seeking travelers to leech the memories from and hapless adventurers to consign to oblivion. The shadow wights would probably claim the entire wood if it wasn't for the Stormshire's other resident.

Kiro Dorova (LG male civilized human diviner 6/sylvan mage 10), the co-commander of the Legion cell in Estwilde, has made a semi-permanent camp near the northern edge of the Stormshire that he keeps safe by constantly maintaining a firelit boundary. Shadow wights, driven back by open flames, avoid Kiro's campsite, and thus the sylvan mage remains safe and undisturbed by wight and goblin alike. Presently, Kiro is trying to ascertain the most useful way of getting into Throtl in order to aid his sister who, like he, was using Throtl as a regular base of operations for years until Two-Faced Grom arrived earlier in the week. Unable to teleport inside, and unwilling to simply walk in, Kiro has been racking his brain for a



method that doesn't involve either him or his sister getting caught and killed.

With Kiro are a small group of eight Sikk'et Hul goblins who he has brought with him from Firstwal, along with six Legionnaires. Kiro typically watches the main road through the Stormshire via divination magic in case something of interest passes through it, so if the heroes are crossing the forest he will learn of them.

☞ Kiro Dorova: hp 51, see page 293

☞ Sikk'et Hul freedom fighters: hp 39, see page 301

☞ Shadow wights: hp 39, see page 300

THINGS TO DO IN STORMSHIRE FOREST

To the heroes it may seem as if there is little to do inside the Stormshire but run from shadow wights. In reality, they have numerous options. Contrary to rumor, many fine game animals live and eat in the Stormshire, so hunting is ideal. Herbal ingredients can be readily found just off the side of the forest road in several places and, although the weather is usually stormy and dark, the forest canopy keeps the bulk of it away. Making it through the forest without incurring a shadow wight attack is the difficult part.

The heroes could easily run into Kiro and his goblins, which should be an interesting meeting. Kiro has been traveling between Throtl and Firstwal, coordinating Legion efforts with his agent, Wesmia, and his sister, Katja. Since Two-Faced Grom arrived and the Malfesan



Horde took over the city, Kiro's resources have been stretched to the limit, and his efforts to stay in touch with either his sister or Wesmia continue to be foiled by mishaps and the Malfesan Effect. If the heroes run into him, and they appear to Kiro to at least not be an army of hobgoblins, Kiro takes them back to his camp and checks on the firelight to ensure the shadow wights are warned off. He then sits down with the heroes and asks them a lot of questions about their mission, their quest, their organization, and so forth. A diplomatic and open sort of man, Kiro prefers to use truth and objectivity as much as possible. He is not above making an appeal to the heroes' better natures for assistance if he suspects they might not be interested in helping him liberate a hobgoblin city from another group of hobgoblins. And if that doesn't work, he'll offer them money from the Legion coffers in Throtl.

Gaining Kiro's trust and assistance will prove exceptionally helpful to the heroes in other chapters, but even moreso in this one. The sylvan mage knows Throtl very well, has the ability to ferry heroes back and forth if given the opportunity, and can marshal enough Sikk'et Hul goblins together that an expedition into the city won't be seen as an attack by a group of outsiders. In addition, having Kiro with them will be the perfect introduction for them when they run into Katja. Lastly, if the heroes have already been to Firstwal, they will know Wesmia's top priority is locating the young sylvan mage.

LEAVING STORMSHIRE FOREST

With Kiro's assistance, the Stormshire can be an excellent staging ground for the attack upon Throtl. Without his assistance, it is more or less a huge, dark, and frightening nightmare. Clearly, the role that the forest plays in the adventure will be determined by what and who the heroes encounter within it and what choices they make. When leaving the Stormshire, it may be interesting to play up just how much the forest appears to seal itself up behind the heroes, and how much brighter the sun seems to be once they have left the trees.

CITY OF THROTL

From its earliest beginnings as the seat of power of a nomad warlord to its current position as the very center of Cinder's realm, the city of Throtl has always been under the shadow of violence and war. Throtl is the heroes' ultimate destination in this chapter, the location of one of the five dragon skulls and home base of the Malfesan Horde. Cinder has chosen Throtl as his new lair because of its position at the edge of the plains of Solamnia. Although he has not yet given up his interest in Fume's domain to the north, Solamnia offers him more immediate resources, and Throtl is the ideal staging point for the Horde and Cinder's draconian slavers.

The Malfesan Horde is in Throtl not because of Cinder (although the dragon entertains this as reality), but because Hiddukel has compelled Two-Face Grom to mass his army here. For the time being, the Horde's ambition parallels Cinder's own—Hiddukel desires Solamnia, and through the power of his son Malfesus, he hopes to take

it. The Legion of Steel recently learned of Cinder and the Horde's migration to Throtl and warned its cell in the former hobgoblin capital; they were just in time to see Uhkrin overthrown and the city inundated with berserk hobgoblin gurik cha'ahl. By the time the heroes make their way to the city, the Legion has found itself trapped within the city, and the chaotic power of Malfesus has descended upon Katja Dorova and her Legionnaires.

HISTORY OF THROTL

Founded by Khara Warbringer, Throtl began as a walled stockade built against a steep escarpment. Khara's armies camped outside the stockade, their tents and lean-tos eventually becoming more permanent. Wooden huts grew into stone hovels, and by the time of Duke Instan's conquest of the settlement, Throtl had become a sprawling maze reaching up to the very edge of the Stormshire forest.

While Khara and his many successors had treated Throtl primarily as a base camp for their raids and military campaigns into the plains of Solamnia, Duke Instan had loftier goals. He opened silver and copper mines nearby, put into place a plan of timber management to replace the trees felled in the Stormshire, developed large-scale irrigation from the Watching River, and created a system of local government that lasted until the War of the Lance. The stockade built by Khara Warbringer was expanded and strengthened; known as the Alcazar, it withstood even the Blue Dragonarmy's persistent efforts to penetrate its walls until at last Highlord Kitiara's blue wyrms prevailed. Once the hobgoblins swarmed into the Alcazar, the city's days as the seat of human rule in Throt were over.

Throtl has been a hobgoblin settlement for more than seventy years. Crod Blackmaw and his elite lieutenants established a strong and despotic state, but it only held for as long as Crod drew breath. Crod's assassin was also his successor, and thus began a series of hobgoblin rulers whose reigns spanned little more than a handful of years each before meeting one grisly end or another. The last of these, Uhkrin, was cunning enough to win approval from the majority of Throt's hobgoblin tribes before crowning himself King of Throt and Tyrant of the Throtyl Gap.

Throtl's mines and other resources have long run dry despite King Uhkrin's efforts to restore them after years of mismanagement by his predecessors. The town's primary industry now is information and the training of spies and killers. There is no place on Ansalon more pivotal in the distribution and gathering of gossip, rumor, and infamy than Throtl. For this reason, the Legion of Steel has watched it for years and, more recently, so has the Whitescale Society. Frost's *allomanya* network has a presence in the city in the form of Jormangunda, and the White's attention remains on the town because of the presence of the dragon skull.

Katja Dorova, who shares command of the Legion of Steel cell in Qlettaar with her brother Kiro, is currently holed up with a small band of Legionnaires and goblin allies in an abandoned library close to the Alcazar. Katja's decision to either fight her way out of the city now that it is overrun with the Malfesan Horde or find some other

Throtl

🐉 **Throtl (Large Town):** Monstrous; AL CE; 3,000 stl limit; Assets 738,000 stl; Population 4,928; Mixed (79% hobgoblin, 9% goblin, 5% human, 3% bugbear, 2% draconian, 1% ogre, 1% dwarf).

Authority Figures: Cinder (CE male great wyrm red dragon), dragonlord of Throt and Estwilde.

Important Characters: Thelmeno Regia (CE female marilith), Bride of Malfesus; Raskellion (NE male bozak rogue 3/sorcerer 2/arcane trickster 5), Cinder's spymaster (currently in Khimel).

Factions: **Malfesan Horde**—This is the Horde's home base and center of operations, at least while Two-Faced Grom and Cinder are in charge. The five auls of the Malfesan Horde present in Throtl are the Gulga, Jago, Marusk, Runza, and Ulok aul-Malfesa; **Legion of Steel**—Outnumbered by abominations, mutated hobgoblins, and worse, the Legion cell in Throtl is in desperate need of assistance. **Whitescale Society**—Covertly watching the city and reporting activity to Frost.

Faction Leaders: Jormangunda (CE female half-ogre sorcerer 5/mystic 5 of Water/mystic theurge 4), Whitescale Society agent and *allomanya* distributor;

Katja Dorova (NG female civilized human fighter 5/Legion warrior 8/legendary tactician 3), Legion cell commander; **Two-Faced Grom** (CE male ettin barbarian 5/blackguard 7 of Hiddukel), warlord of the Malfesan Horde.

Malfesan Horde Auls—These are the militant warriors and scouts of the Malfesan Horde who make up the five armies stationed in Throtl. Each aul is similar in composition, with elite Malfesan hobgoblins, armed with mwk falchions and mwk banded mail (berserks) or mwk scimitars and studded leather (scouts) together with standard hobgoblin warriors armed with scimitars and studded leather: gurik cha'ahl hobgoblin rogue 8 (40 per aul), gurik cha'ahl hobgoblin barbarian 8 (40 per aul), hobgoblin warrior 1 (300 per aul).

Cinder's Draconian Army—This is Cinder's private regiment of draconian soldiers. They carry out numerous duties in Throtl, although most were formerly used by the red dragon as slavers: bozak fighter 8 (4), sivak barbarian 5 (6), kapak rogue 4/fighter 4 (10), bozak sorcerer 2/fighter 3 (10), sivak (20), kapak (50), baaz (100).

solution to her cell's predicament weighs heavily upon her. With Cinder in the city, and reports of fiendish horrors accompanying the dragon to Throtl, the Legion commander's options are quickly running out.

GETTING TO THROTL

There are three primary approaches to Throtl in this adventure, although enterprising players might come up

with more. The first is from Qlettaar, coming through the Throtyl Gap and then north through the Stormshire Forest. This affords some protection from aerial observation but means the heroes will be at risk from the horrors in the Stormshire. Alternately, they might have come from the Last Tower (itself plagued with dangers) and over the foothills to the northwest of Throtl, which lets them avoid the forest but leaves them out in the open

THE MALFESAN EFFECT

Important Rules: Planar Traits, Chapter 5: Campaigns in the *Dungeon Master's Guide*.

The emanations of the calcified remains of Malfesus uncovered by Cinder have had a number of far-reaching effects on Throtl, including the mutations of the hobgoblins and the slow changes Cinder himself is undergoing. The chaotic energies of Malfesus have also subtly altered the way magic operates in and around the city of Throtl. This effect extends for a radius of a mile in all directions from Malfesus's remains, which are housed beneath the Alcazar, Throtl's walled fortress.

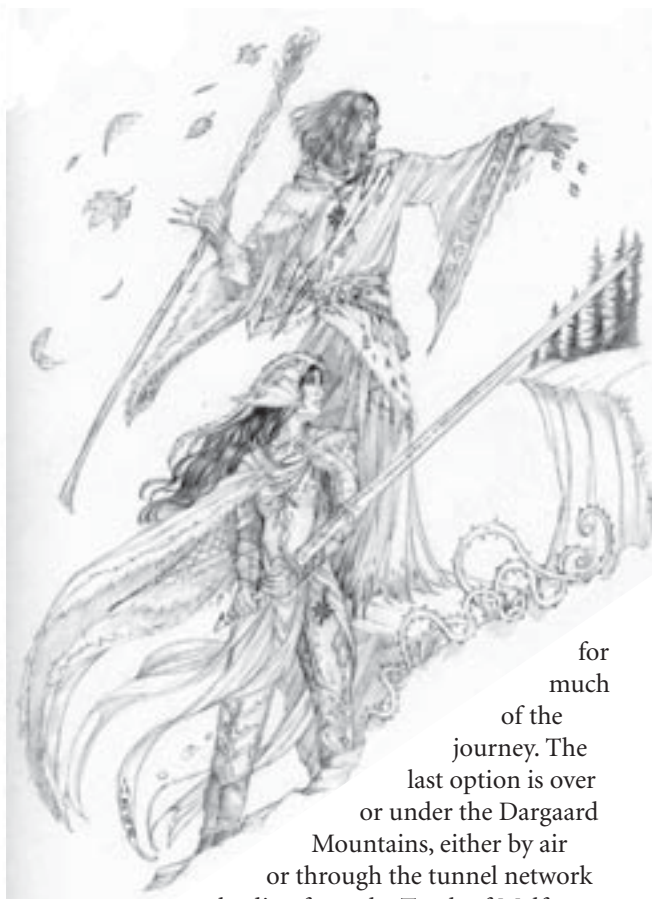
Features: The Malfesan Effect gives the following traits to the affected area:

- **Enhanced Magic**—All spells and spell-like abilities with the chaotic descriptor are extended and empowered within the area of effect.
- **Impeded Magic**—Spells and spell-like abilities from the schools of Abjuration, Conjunction, and

Divination, apart from those with the chaotic descriptor, are impeded and require a successful Spellcraft check (DC 20 + spell level) to cast. This includes spells and spell-like abilities used to scry into, teleport into, or otherwise affect creatures or locations within the area of effect.

- **Limited Magic**—All spells and spell-like abilities with the lawful descriptor do not function within the area of effect. This includes spells and spell-like abilities used to scry into, teleport into, or otherwise effect creatures or locations within the area of effect.
- **Mildly chaos-aligned**—Lawful creatures suffer from a –2 circumstance penalty to Charisma-based checks.

The Malfesan Effect will end once the remains of Malfesus are destroyed or removed from Throtl. If they are moved, the effect will move with them, remaining active for a radius of a mile around the remains.



for
much
of the
journey. The
last option is over
or under the Dargaard
Mountains, either by air
or through the tunnel network
leading from the Tomb of Malfesus.

At one point, Throtl had several outlying villages, hamlets, and farms; these have long been abandoned and remain now as mute reminders of the region's former human occupation a century ago. Along the Watching River, barges headed for Gaarlus and other destinations west of Throtl stopped at riverside inns and were tied up to docking posts. A number of these are also still standing, forgotten by everyone but dire rats and monstrous centipedes. The heroes will have little difficulty finding somewhere relatively close to town in which to stay, such as a ruined farmhouse, decrepit mill, or crumbling granary.

ATTITUDES IN THROTL

Currently, Throtl is overwhelmingly Unfriendly to the player characters, with some individuals (such as the town's small bugbear population) Hostile to the point of actively provoking and initiating fights. The Legionnaires begin as Indifferent, but they will quickly become Friendly if the heroes make a point of introducing themselves as allies or have Kiro Dorova with them. If the heroes have magic or high bonuses in skills such as Disguise, Bluff, or Perform (acting), they may see use in Throtl.

These attitudes may change rapidly depending on what happens. The Malfesan Horde behaves the way it does because of its current leadership; the numerous auls in Throtl will pay close attention to the status of Two-Faced Grom if the heroes challenge the ettin's power over them.

FEATURES OF THROTL

The city of Throtl straddles the upper reaches of the Watching River in a broad hourglass-shaped valley that

slopes down from an escarpment against the Dargaard Mountains. The valley narrows in the middle of the city; to the east, it gently rises towards the mountains, while to the west, it drops into a sedimentary plain beside the river. The mountains rise sharply to the north, and the Stormshire Forest stretches dark and deep to the south. Throtl has never had need of city walls for its location offers both isolation and natural ramparts.

Throtl is presently divided into multiple city wards, each of which is given over to an aul, or sub-group, of the greater Malfesan Horde: Gulga Ward, Jago Ward, Marusk Ward, Runza Ward, and Ulok Ward. Each aul-Malfesa has its own barracks, its own eating-places, and its own leadership. The murzas, or generals, who command the auls report directly to Two-Faced Grom, who has his headquarters in the Alcazar. The Alcazar is not considered part of any one ward; it stands apart from the other five, and Grom's personal guard, the Kaba aul-Malfesa, lives entirely within its walls. See TH5: The Alcazar and the "Key to the Alcazar" section later in this chapter.

All of the buildings in Throtl are stone or clay brick with most at least partially resembling their original pre-hobgoblin states. Hobgoblin engineering is less than skillful, so the hundreds of buildings that took the brunt of the dragon and goblin assault during the War of the Lance are quite creatively maintained, to say the least. Wood has been used in most cases to replace stonework, as well as dried mud or earthen mounds. Windows, doors, and even arches have been replaced by more crude versions.

Several sections of the city have had canvas tents erected or wooden pens installed for keeping the human and dwarf slaves under control. All of the former slave camp occupants are now on their way to Throtl or are already here; their existence is somewhat bleak, and each Ward has its own slave pens watched over by Cinder's draconians and Two-Faced Grom's soldiers.

The roads of Throtl were once paved, but the flagstones and cobbles laid down by the human occupants of Duke Instan's time are now gone, used elsewhere for additional buildings and to support the escarpment in places where it has threatened to crumble and send tons of rock sliding into the city. In their place, the main roads are packed earth with occasional flagstone remnants, while the narrow winding streets through the wards are little more than dirt and mud. Throtl's constant rain and wind have eroded every exposed courtyard and plaza, turning much of Throtl into a slick muddy maze.

KEY TO THROTL

The following locations represent key sites of interest or note in Throtl. You should feel free to describe or expand these sites to include other destinations for your players as necessary. One location, the Alcazar (TH5), has its own map and key later in this chapter.

TH1. ABANDONED LIBRARY AND MEDRAZ

This large stone building once served as a house of learning and a depository of knowledge during Duke Instan's reign. An enclosed courtyard with covered

walkways, fountains, and a grove of walnut trees is now littered with refuse and hundreds of torn and ruined books. These volumes were taken from inside and tossed into the fountains by hobgoblin malcontents over the years, and there are visible signs of past fires.

Within the library's halls, little remains of the past collection of scrolls and tomes. Classrooms, studios, and scriptoria are empty of anything of value. The hobgoblins never found their way into the library's basement, however; sealed by an *arcane lock* for decades, the basement stairwell was recently opened by Katja Dorova and her Legionnaires during their covert foray into Throtl. Now they live underneath the medraz, or learning hall, and have recovered dozens of irreplaceable books that are destined for the shelves of the Great Library of Palanthas.

Creatures: Katja Dorova (NG female civilized human fighter 5/Legion warrior 8/legendary tactician 3), eight Legionnaires (NG male and female rogue 3/fighter 3), and eight Sikk'et Hul goblin freedom fighters (N male and female goblin fighter 6) have made this place their most recent headquarters for the past few weeks, as they work from within Throtl to learn more about Cinder's plans. They are aware that the dragon has relocated to the city

and Two-Faced Grom's army of gurik cha'ahl hobgoblins, goblins, and bugbears are massing in Throtl for an imminent invasion. This has unfortunately left them right in the middle.

☞ Katja Dorova: hp 122, see page 292

☞ Sikk'et Hul freedom fighters: hp 39, see page 301

☞ Throtl Legionnaires: hp 35, see page 302

Development: Katja regularly sends the goblins out into Throtl to gather information and report back to her, or goes out herself disguised as a mercenary, but she has curtailed that activity in light of the sheer number of Malfesan Horde members wandering the streets. It is likely that the heroes will reach the library after running into the goblins (see "Goblin Brawl" in the Scenes in Throtl section) or successful divination magic (although this is impeded in Throtl; see "The Malfesan Effect" sidebar). Once the heroes and Katja's Legionnaires have met, refer to "To the Death" and "Ashes to Ashes" for more about ridding Throtl of the threat of the Horde and Cinder.

TH2. THROTL MINES [EL 15 OR 26]

There are a number of mines located above the city on the slopes of the Dargaard Mountains. These were once used

WHAT DOES KATJA KNOW?

USE the information below as a guide for conversations between the heroes and Legion Cell Commander Katja Dorova. Katja is a tall, red-haired woman with an easy smile but a temper that is quick to rise. She strongly resembles her brother, Kiro, the sylvan mage the heroes may have already encountered in the Stormshire Forest. Katja needs time to fully trust strangers, but if the heroes have at least a +5 Legion of Steel faction rating or are Legionnaires themselves, she will warm to them much sooner. As a leader, she is inspirational and fearless. As an ally, she is stubborn and dedicated. All of these traits have seen her rise rapidly among the ranks of the Legion, honoring her heritage as great-granddaughter of freedom fighter Warren Windsound.

What is your connection with the Legion?

"I'm the commander of the cell here in Throtl. We're part of a larger group based in Estwilde. We do good work. Thinking of helping us out? We're in a little bit of trouble here."

Why are you in Throtl?

"Cinder was looking towards Solamnia, despite Gibrana's warnings of his turning north towards Lahue. Throtl seemed like the best place to monitor things. We had no idea this army of hobgoblins would show up, and we certainly didn't expect Cinder to move so quickly or bring all of his slaves here."

What has happened here?

"Two-Faced Grom has happened here. He's an ettin—a giant with two heads. He's the leader of all of these gurik cha'ahl, the 'ghost people' our goblin friends

from Sikk'et'Hul call them. Grom's made some deal with Cinder, but we suspect that the plan would fall apart if either of them was taken out. Easier said than done, though."

Have you seen Gilthanas?

[If Gilthanas has been here] "Yeah, we have. I sent word to Kiro to let him know that the elflord arrived here a while ago and met with Cinder. It wasn't a very long meeting. I don't think Cinder appreciated it, but he let him live."

[If Gilthanas is in the chapter with the heroes] "I just heard a rumor that he was here in the city. I have no idea what he could possibly want in Throtl—he's certainly not here to help us, or we'd have heard about it. We thought he was in Eastwatch."

[If Gilthanas hasn't been here yet] "Gilthanas-Kanan? Why, should he be? Last we heard he was in Southern Ergoth fighting with the Solamnics against Frost."

How can we stop Cinder?

"I don't know—got a *dragonlance*? (sarcastic chuckle) Seriously though, we haven't found a way to stop him yet. We need an army. Or another dragon. If we could convince Fume to come down here, promise the green we'd help? That's pretty risky, though."

We have a dragonlance. How can we help?

"Branchala's brass backside! A *dragonlance*? Here? You're braver than you look. Let's get down to business—we have some slaves to free, an ettin to kill, and a dragon to slay."

THROTL



LEGEND

1. Abandoned Library and Medraz
2. Throtl Mines
3. Bathhouse
4. Murza Command Post
5. The Alcazar
6. Whisper of the Blade Tavern

to obtain silver and copper, but new veins of these metals have not been found in decades. The mining and smelting of copper, silver, and lead in Throtl is no longer a thriving industry.

Many of the mines run quite deep into the mountains. One copper mine extends far enough that it connects with the tunnel leading from the Tomb of Malfesus; if the heroes approach from that direction, they will emerge in the mine and subsequently surface above Throtl. Another larger mine, once rich in silver ore, is now being used by Cinder as his lair.

Creatures: Cinder can be found here, watching over the city, when he isn't flying about the region or meeting with Two-Faced Grom and Thelmeno Regia in the plaza of the Alcazar. From this vantage point, Cinder has a clear view of the entire city, and his keen senses enable him to pick out altercations and disturbances easily. The dragon usually leaves these to Grom to deal with, but anything overt (such as dramatic spellcasting or widespread battles) will always attract the dragon if he is in residence.

Cinder never leaves his hoard unguarded, of course. In his absence, the silver mine containing his treasure is watched over by two twelve-headed pyrohydras, another "gift" from Hiddukel. These monsters roam the mines at other times, feasting on vermin and subterranean animals. In addition, a detachment of sivak thugs (NE male sivak barbarian 5) patrols the broad ledge in front of the mine entrances, based out of two guardposts above the Alcazar. In the event of a major attack or incident, one of the sivaks will leap from the edge of the escarpment and fly into Throtl for reinforcements.

☞ Cinder: hp 660, see page 291

☞ Twelve-headed pyrohydras (2): hp 129, see *Monster Manual*.

☞ Sivak thugs (4): hp 94, see page 301

Development: For more information on confronting Cinder, either in his lair or the city, refer to the climactic Scene "Ashes to Ashes."

Treasure: Cinder's hoard is enormous and mostly composed of coins, gems, ingots of precious metals, and jewelry. It amounts to 35,000 stl of mundane valuables spread out over five chambers at the rear of the mine. Collecting (and counting) all of the treasure will take at least a day, possibly more.

Also present in Cinder's hoard are the following magic items: 3 *potions of magic circle against good*, 3 *potions of heroism*, 2 *oils of daylight*, and 1 *potion of shield of faith* +4 (all in a specially-crafted mithral container worth 1200 stl); a +2 *vicious bastard sword*; a +2 *speed light mace*; a suit of +3 *banded mail*; and two +2 *arrow deflection spiked bucklers*. The armor and weapons are kept in a camouflaged antechamber off to the side of one of the five treasure chambers (Search DC 28 to find). All five chambers can be reached by only one wide passage which is protected by a *wall of fire* (CL 19th) that Cinder typically summons before he departs.

TH3. BATHHOUSE [EL VARIES]

Throtl once had a number of bathhouses, public buildings that were open to any city resident and which also served as meeting places for both formal and informal gatherings. This example features long, breezy walkways lined with pillars, two large rooms with pools (one hot, one cold), and private rooms tucked away in various corners of the building that include saunas or secluded pools.

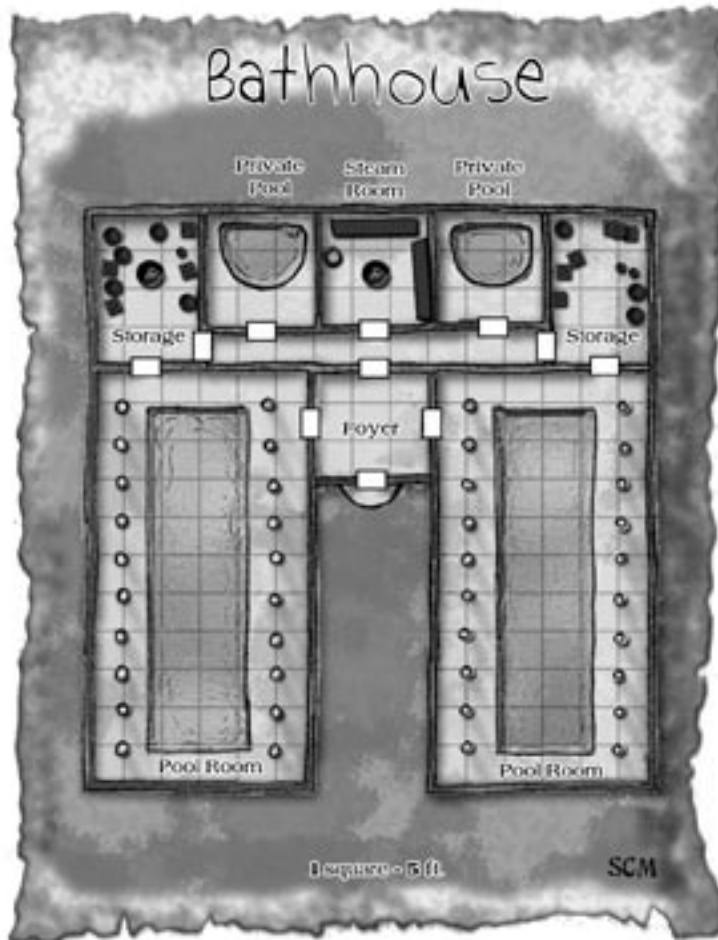
The hobgoblins have maintained this bathhouse for the past seventy years, unlike the others in Throtl, because of its central location and because they enjoy the appearance of being civilized. As a result, it has become a humid, foul-smelling, and generally distasteful place; it is also a frequent hangout of the murzas of all five auls. If the heroes have any desire to settle things with the Malfesan Horde's leadership, this is the place.

Creatures: The bathhouse can comfortably accommodate a hundred individuals at any one time, and it often does in the late afternoons. Depending on when the heroes visit this location, there is a chance of encountering one or more of the murzas in the bathhouse. Each murza has identical statistics (CE male gurik cha'ahl hobgoblin barbarian 11). Roll 1d6-1; a result of 0 means there are no murzas present. A result of 5 means all five of them are here.

☞ Hobgoblin warrior (20): hp 6, see *Monster Manual*.

☞ Malfesan hobgoblin berserk (5-50): hp 96, see page 300

☞ aul-Malfesa murza: hp 93, see page 296



Development: Determine which murzas are present randomly or select them from the following list: **Yothrak** (Gulga aul-Malfesa), **Golmog** (Jago aul-Malfesa), **Mudlat** (Marusk aul-Malfesa), **Bundalam** (Runza aul-Malfesa), **Baalag** (Ulok aul-Malfesa). Each murza is accompanied by a group of 1d10 berserks, so if all five are present, there are 5d10 berserks at the bathhouse. As is customary with the Malfesan Horde (and revealed in Firstwal and other places or by a DC 20 Knowledge [local] check), if a murza is challenged to single combat, he will accept to save face before his aul. Word will spread quickly if a challenge is made, so the heroes will not have much time to pull this off if they attempt it. Once one or two murzas are beaten, the remaining commanders will marshal their forces and contact Two-Faced Grom to deal with the heroes.

Refer to the “To the Death” Scene for more information about overcoming the Horde and challenging Two-Faced Grom.

TH4. MURZA COMMAND POST [EL 12 OR 16]

These buildings vary in their states of repair, size, and former purpose, but all of them are at least large enough to house the murza who commands each Ward and his retinue. The murzas (CE male gurik cha’ahl hobgoblin barbarian 11) can usually be found here if they are not meeting at the bathhouse at TH3.

Creatures: Each murza has 10 Malfesan berserks and 4 scouts stationed at his command post as guards and aides. When the murza is absent, he takes the berserks with him, but leaves the scouts at the post.

☞ Malfesan hobgoblin scout (4): hp 52, see page 300

☞ Malfesan hobgoblin berserk (10): hp 96, see page 300

☞ aul-Malfesa murza: hp 93, see page 296

Development: It’s possible the heroes will seek out individual murzas to challenge them, learn more about the plans of the Malfesan Horde, or take out the leadership of each aul. All the murzas know about the invasion plans are that the red dragon seeks to conquer Solamnia and the Horde is allied with him. Murzas are given little else but directives and are never consulted by Grom unless absolutely necessary. If the heroes browbeat or intimidate a murza, they might learn that the five murzas in Throtl feel that Two-Faced Grom is merely trying to avoid being challenged himself, as this would swing the loyalties of the entire Horde to the winner of such a duel.

TH5. THE ALCAZAR [EL 15]

The Alcazar is an impressive stone fortress carved from the very face of the Dargaard Mountains and reinforced with granite and marble from quarries far to the north. It is a rectangular structure with four slim towers rising from the roof and the side of the mountain. The front of the Alcazar features a semicircular portico supported by pillars that shields a broad set of stone steps from the elements. The entrance to the building is located at the top of these steps, flanked by tremendous carved pillars.

The Alcazar itself is surrounded by a 30 ft. high wall of stone, 10 ft. thick. Six watchtowers stand along this wall

with the third and fourth towers flanking the iron gates that provide access to the inner courtyard. Enclosed within the walls with the fortress proper are a number of support buildings, monuments, and gardens.

The Alcazar is home to Two-Faced Grom; his personal guard, the Kaba aul-Malfesa; and a number of Hiddukelite cultists led by Thelmenoep Regia, a marilith known to the Malfesan Horde as the Bride of Malfesus.

Creatures: Outside the main gates into the Alcazar, six Malfesan hobgoblin berserks maintain a constant watch. Above them, two bozak spellguards (LE male bozak sorcerer 2/fighter 3) posted by Cinder walk the path along the wall, serving as support. If the heroes stage a frontal assault on the fortress, they will come up against some initial strong opposition.

☞ Malfesan hobgoblin berserk (6): hp 96, see page 300

☞ Elite bozak spellguards (2): hp 56, see page 297

Development: For more information about the Alcazar, see the “Key to the Alcazar” section that follows and the accompanying map.

TH6. WHISPER OF THE BLADE TAVERN

This is a typical run-down yet well-stocked alehouse with the additional quality of being run down and stocked well by hobgoblins. Because Throtl has always welcomed the dregs of human society as well as goblin society, this establishment (converted from a granary) was opened twenty years ago by a pair of hobgoblin brothers who lost limbs in a vicious raid and needed something else to do with their time. It caters to all races, treats them all more or less the same—badly—and is infamous as one of the few places on Ansalon that brews its own goblin muckwine and goblin muckbeer for sale to a wider audience.

Creatures: Relgo and Algo One-Arm (NE male hobgoblin fighter 2/expert 2) are the proprietors of the Whisper of the Blade and keep it mostly clean. The recent arrival of the Malfesan Horde has been very good for business, which had always been typically bad. Relgo and Algo are also pleased that an ale merchant named Jormungunda (CE female half-ogre sorcerer 5/mystic 5 of Water/mystic theurge 4) has been stopping in Throtl for the past few months, as she has introduced a number of fine labels to the hobgoblins’ stock that local hobs are intrigued by.

☞ Jormungunda: hp 69, see page 292

Development: Jormungunda is secretly Frost’s Whitescale Society agent in the city, keeping watch on the events of Cinder’s army. She is also Boss Cleggard of Firstwal’s *allomanya* distributor and is looking for more “clients” in Throtl. If Gilthanas has already been to this chapter, or is presently in it, she has acted as his contact person. The bar’s regulars will even let on to the heroes, if sufficiently bribed or intoxicated, that they saw the half-ogre talking to a strange elf recently. If Gilthanas has not yet been here, Jormungunda is biding her time, having been alerted to the elf’s plans on visiting. She has also been informed of the existence of the heroes, so regardless of Gilthanas’s movements, Jormungunda will pay close

attention to the heroes' activity. If she is able to corner one or two of them, she will try to wheedle more information from the lone heroes, or alternately try to knock them over the head behind the tavern and hand them over to Two-Faced Grom as a present. Jormungunda can be found throughout the day in the Whisper of the Blade, and when things begin to heat up in the city, she'll take her wagon of ale casks and attempt to discreetly leave town.

KEY TO THE ALCAZAR

The following locations correspond to the Alcazar map. Unless otherwise noted, assume the following to be true for the Alcazar:

- Walls are smooth white stone (hardness 8, 15 hp/inch of thickness, generally 5 foot thick between rooms) and ceilings are 15 feet high.
- Hallways are lit by torches mounted in brackets and spaced 15 feet apart.
- Standard doors are made from wood (hardness 5, 15 hp, Break DC 16) and unlocked.

AL1. THE PLAZA [EL 14]

Visitors who pass beyond the enormous iron gates set into the Alcazar's walls find themselves in an extensive paved courtyard. Smaller stone buildings, monuments, and trees flank the causeway that leads to the portico in front of the Alcazar itself. Two buildings stand out among the smaller, more functional structures: the tombs of Khara Warbringer (AL2) and Duke Instan Westmeier (AL3).

Rising up above the plaza is the sheer cliff face of the escarpment and above that, the Dargaard Mountains. The location of the Alcazar means the mornings cast the whole area in violet shadows, while the afternoons bring light until an hour or so before sunset.

Creatures: The Plaza is guarded during all hours of the day and night by bugbears of the Kaba aul-Malfesa, Two-Faced Grom's personal bodyguard (CE male gurik cha'ahl bugbear fighter 4/rogue 4). The bugbears use the tomb of Duke Instan as a post (AL3). Cinder also posts bozak spellguards on the wall; see TH5 for details.

☞ **Malfesan bugbear soldiers (4):** hp 77, see page 299

Development: In the event of a frontal assault, the guards outside will call out a warning to the bugbears, and the spellguards will similarly alert the inhabitants of the Alcazar. Cinder may be watching from above also—this could easily lead to a confrontation. See "Ashes to Ashes" for more on such an event. If the heroes make their way into the Plaza unnoticed, they have the option of investigating either of the tombs, scouting around the smaller buildings (which are empty or vandalized beyond use or purpose), or trying to sneak into the fortress.

Late in the afternoon, before the evening meal is prepared, Cinder flies down into the Plaza and meets with Two-Faced Grom and Thelmenope Regia (using her magic to appear in hobgoblin guise). These meetings last twenty or thirty minutes. When they adjourn, Cinder returns to his lair, Thelmenope returns to the Defiled Chapel, and Two-Faced Grom goes in to the Great Hall.

AL2. Tomb of Khara Warbringer

This is a grey-white marble structure 15 ft. tall, 15 ft. wide, and 25 ft. long, with a single opening on one end surrounded by bas-relief murals depicting Khara Warbringer, the legendary founder of Throtl in the first century of the Age of Despair. Inside, a raised stone bier supports the sarcophagus of the warlord, which appears to have been carved from a single slab of red marble. The room is filled with refuse, garbage, and debris from decades of ignorance or petty vandalism on the part of the hobgoblins, but the defiant reverence of the tomb withstands even that.

Development: Khara Warbringer's sarcophagus contains only a few pieces of bone and funerary cloth; the remains were long ago removed and presumably desecrated. A DC 25 Search check reveals that the sarcophagus has a series of hidden triggers that, when pressed at the same time, allow it to slide to one side, revealing a set of stone steps leading down.

The steps lead to a sepulcher beneath the plaza of the Alcazar (see area AL11). Khara Warbringer's true remains are interred there, along with those of Duke Instan.

AL3. Tomb of Duke Instan [EL 14]

This is a grey-white marble structure 15 ft. tall, 15 ft. wide, and 25 ft. long, with a single opening on one end surrounded by bas-relief murals depicting Duke Instan Westmeier, the Solamnic lord who overthrew the warlords of Throtl in the second century of the Age of Despair and ushered in its greatest era. Inside, a raised stone bier supports the sarcophagus of the duke, which was fashioned from white marble and inlaid with precious metals and ceramics, all long since removed. Unlike the tomb of Khara Warbringer, Instan's mausoleum has not been defiled; rather, it serves as a makeshift armory and guard post.

Creatures: The tomb is presently occupied by a detachment of eight Kaba aul-Malfesa bugbear soldiers (CE male gurik cha'ahl bugbear fighter 4/rogue 4). These are the soldiers the heroes will encounter in AL1, but during the day and night, four of them are always in here sleeping alongside the racks of masterwork spears, scimitars, and battleaxes.

☞ **Malfesan bugbear soldiers (4):** hp 77, see page 299

Development: Duke Instan's sarcophagus contains little more than scraps of bone, much like that of Khara Warbringer's in AL2. Also like Khara's, Instan's sarcophagus may slide to one side by releasing a set of triggers (DC 25 Search check to discover), revealing stone steps that lead down to AL11.

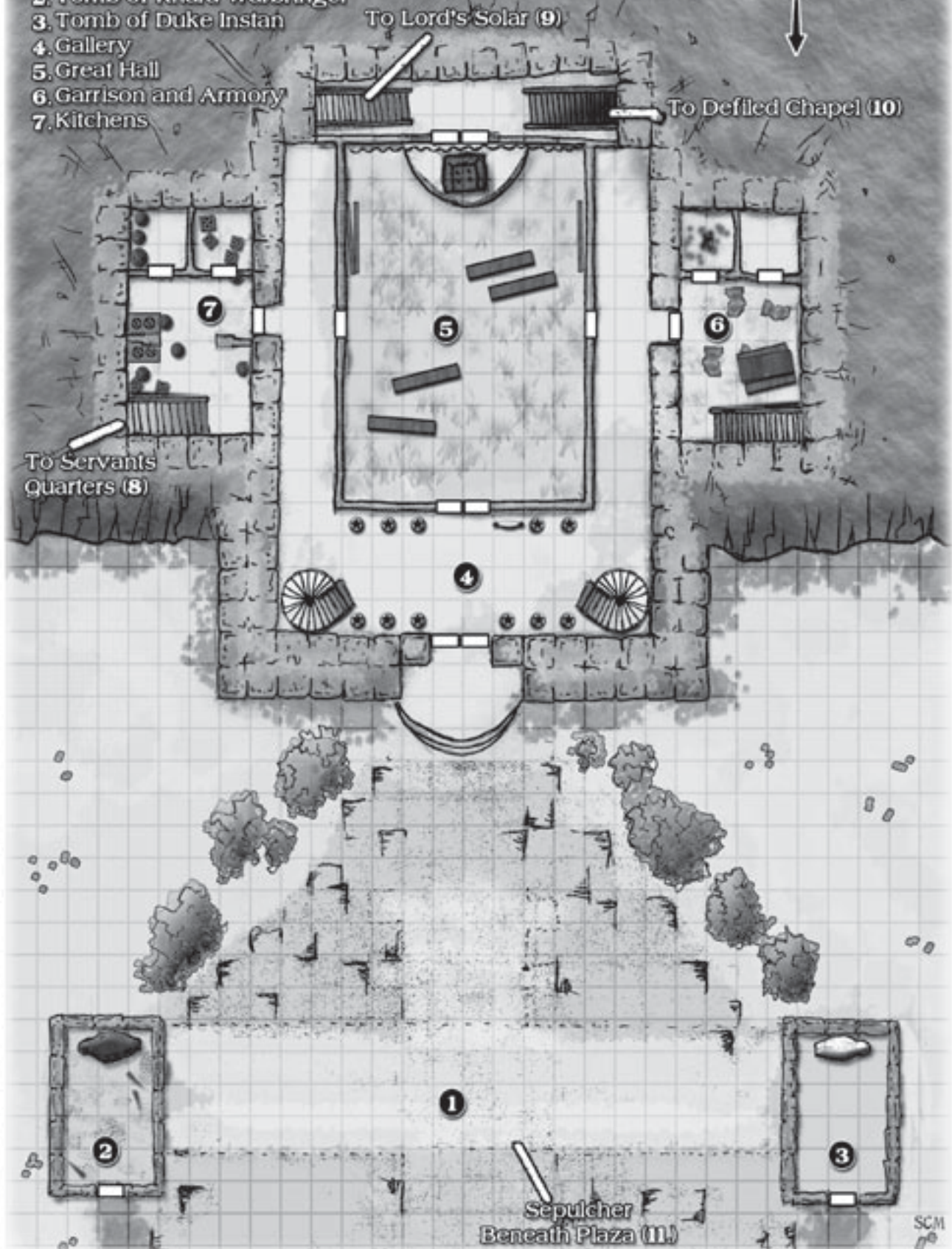
AL4. GALLERY [EL 15]

The gallery is reached by way of the front doors from the Plaza (AL1). It runs east and west for about sixty feet before turning to the north at both ends and heading back towards the kitchens (AL7), servants' quarters (AL8), and garrison (AL6). The gallery is only twenty feet deep, but it is lined with statues (many of which are beheaded or defaced), bas-relief murals (similarly vandalized), and tripod-mounted braziers filled with burning coals.

Alcazar

1. The Plaza
2. Tomb of Khara Warbringer
3. Tomb of Duke Instan
4. Gallery
5. Great Hall
6. Garrison and Armory
7. Kitchens

1 square = 5ft.



SCM

Spiral staircases at the east and west corners of the gallery lead to the upper floor gallery which looks down into the Great Hall (AL5). The Great Hall may also be entered through a wide set of wooden doors opposite the entrance to the Alcazar. A large bronze gong is mounted beside these doors.

Creatures: The lower gallery is always guarded by six Malfesan hobgoblin scouts of the Kaba aul-Malfesa. They react swiftly to intruders; two run off to get help from the garrison, a third sounds the gong to alert the Great Hall. Two more scouts walk the upper gallery at all times, and if the gong is sounded downstairs or if a fight breaks out in the Great Hall, they will respond immediately.

☞ Malfesan hobgoblin scout (8): hp 52, see page 300

Development: Help will arrive for the gallery guards within a few rounds. If Two-Faced Grom is in the Great Hall, he sends his bugbears into the gallery to respond to the problem (see AL5) in 2 rounds. The scouts in the upper gallery will also respond in 2 rounds, heading down the spiral stairs, while a patrol from the garrison arrives in 4 rounds.

AL5. GREAT HALL [EL VARIES]

This is a multi-purpose chamber at the center of the Alcazar that extends up through both levels of the fortress (35 feet from floor to ceiling). The walls are hung with torn, scorched, and soiled tapestries; the stone floor is littered with fouled straw and rushes. Tables are stacked against one wall when not in use, but benches are typically scattered about the room for use as seating. An enormous wooden throne on a raised dais, brought in for Two-Faced Grom, occupies the center of the north wall. Behind the dais, a curtain hides the entrance to the rear corridor, which in turn leads upstairs to the Lord's Solar (AL9) and downstairs to the Defiled Chapel (AL10).

Twenty feet above the throne is a bas-relief mural, depicting what appear to be two suns rising over two representations of Throtl: one as a somewhat wild and primitive compound, the other as a more civilized settlement. An inscription reads in Solamnlic, "Two Sons of Throtl Arise." The word "sons" seems intentional. A closer look (standing on or near the throne) and a DC 25 Spot or Search check will reveal to the observer that the suns are in fact two circlets of gold set into the wall,



and they can be removed if pried out. The importance of these circlets will become clear later if the heroes go to AL11. The circlets radiate a strong aura of necromancy, divination, and enchantment, but this is suppressed while they are mounted on the walls.

Creatures: This is where Two-Faced Grom holds court, meets with his murzas, and spends most of his time. After midnight, Grom is usually upstairs in the Lord's Solar, rising shortly before dawn to pray and meditate in the chapel. Grom's elite bugbear guards are always in the Great Hall, unless Grom leaves the Alcazar, in which event they accompany him. Neither Grom nor his retinue are aware of the true nature of the golden circlets on the wall of the Great Hall.

☞ Malfesan bugbear soldiers (4): hp 77, see page 299

☞ Two-Faced Grom: hp 213, see page 294

Development: At daybreak, midday, and just after nightfall, the Great Hall is where the Kaba aul-Malfesa, including Two-Faced Grom and his bugbear bodyguards, gather for meals. Tables are set out with rows of benches, and the whole room is filled with noise. At other times of the day, the Great Hall serves as Grom's office, meeting hall, or audience chamber; the ettin sits atop his throne and while one head delivers edicts, the other watches the room astutely.

Any heroes wishing to take the circlets from the wall above the throne will need to attempt this at night when only the bugbear guards are present—and take care of the bugbears at the same time. Alternately, they might use magic to remove the circlets or come up with some other ingenious plan.

AL6. GARRISON AND ARMORY [EL 15 OR 17]

The Alcazar's garrison and armory was originally supposed to house as many as thirty soldiers, occupying two levels on the eastern side of the building. Access to the upper level, the officer's quarters, is limited to a wooden staircase along one wall of the lower level. The lower level is filled with dirty straw mattresses, blankets, a pair of large tables, and a pair of coal braziers. A door leads out on both levels to the garderobe. Another opens into the armory proper, a chamber filled with racks of scimitars, battleaxes, and spears of masterwork quality, as well as cases of crossbow bolts and chain shirts.

Creatures: Twenty-four Malfesan scouts sleep and

Alcazar

Second Floor



spend time off-duty in here; eight are assigned at any one time to the gallery and eight more sleep upstairs. Off-duty members of the Kaba aul-Malfesa wrestle, drink, play at dice, or engage in throwing competitions with handaxes.

☞ **Malfesan hobgoblin scout (8 or 16):** hp 52, see page 300

Development: If the gong is sounded in the gallery or the gallery guards come running, the eight off-duty scouts in this room will respond in 4 rounds. The other eight upstairs will likely wake up several minutes later but too late to engage in any combat.

Treasure: Apart from the weapons and armor in the armory, the Kaba aul-Malfesa keeps its own treasures in the upper level of the garrison. This consists of 650 steel pieces in several sacks and a footlocker containing piles of necklaces, trinkets, lockets, and brooches adding up to 1,900 stl market value.

AL7. KITCHENS [EL 8]

Two-Faced Grom kept King Uhkrin's servants, figuring that they would be no worse than Cinder's slaves and more inclined to follow his orders. The Alcazar's kitchens are extensive, encompassing two rooms, a cold store, and a wine cellar. Every available space in the kitchens is taken up by the mob of goblin chefs who bustle through the place, carrying pots and pans, opening the ovens, running underneath and over top of tables, and so forth.

Creatures: There are four dozen goblins in the kitchens which, taken together, constitutes a literal mob of goblins. This mob, if driven to attack the heroes by fear or by one of the Malfesan Horde members, can prove to be a dangerous distraction.

☞ **Goblin mob:** hp 135, see page 297

Development: This mob responds fairly well to intimidation, threats, or outright bluff, unless it has already been directed by another agency. If the heroes arrive in the kitchens without having been seen or having alerted any guards, the goblins definitely raise the alarm. Pots and pans will clang, high-pitched voices shriek, and grubby arms and legs will flail about everywhere. You might play this encounter for laughs, although 5d6 damage from a mob of rioting goblin chefs is sure to make the heroes think twice.

AL8. SERVANTS' QUARTERS [EL 10]

These quarters are occupied by the goblin servants, the legacy of King Uhkrin. They now serve Two-Faced Grom somewhat grudgingly. There are four rooms in total, each of them overcrowded and packed with small sleeping pallets. They all smell terrible. If the heroes have already been through the kitchens, they will already have met a number of these miserable unfortunates.

Creatures: Much like the goblins in the kitchens, these goblins together comprise two mobs of goblins. They swarm out of their rooms, pooling together into a mass of kicking and elbowing little terrors with teeth bared.

☞ **Goblin mobs (2):** hp 135, see page 297

Development: If the heroes approach them with sympathy or concern, many of the goblins will hesitate. Clever players might think of ways to exploit the sheer

number of goblin servants lingering in the halls and rooms of the Alcazar.

AL9. LORD'S SOLAR [EL 18]

This chamber, on the upper level of the fortress, runs along the back of the building and serves as a bedroom and retreat for the lord of the Alcazar. At present, this is Two-Faced Grom, who sleeps here 4 hours of the night, from After Darkwatch (1 AM) to Waking Hour (5 AM).

Creatures: Grom is the only occupant of this room.

In the past, the ettin was a lusty individual with a healthy appetite. Now that he is the leader of the Malfesan Horde and champion of Hiddukel, he has no time for such things.

☞ **Two-Faced Grom:** hp 213, see page 294

Tactics: See "To the Death" for more details about a confrontation with Grom.

Development: When Two-Faced Grom rises, he takes the stairs down two floors to the underground level, spending an hour praying to the Prince of Lies before dawn. He returns to these chambers soon after midnight (Darkwatch) and prepares for his evening's rest, often by arguing with himself. If the heroes encounter him at this time, he will no doubt be in a very surly mood.

Treasure: Grom's treasure is kept in this room. Locked (Open Lock DC 35) in a trapped chest (see below) are the following treasures: 1,566 stl; 675 platinum; 12 steel ingots (25 stl each); one carved ivory statuette of Shinare, missing head (100 stl); four emeralds (1,000 stl each); 4 *potions of darkvision*, 2 *potions of rage*, 1 *potion of water walk*; divine scroll: *summon monster VI*, *undead to death* (CL 16th); *cape of the mountebank* (needs repair, Craft (sewing) DC 25 or it remains useless).

☞ **Contact poison smeared over lock of chest:** CR 9; mechanical; touch trigger (attached); manual reset; poison (black lotus extract, DC 20 Fortitude resists, 3d6 Con/2d6 Con); Search DC 18; Disable Device DC 26.

AL10. DEFILED CHAPEL [EL 18]

This huge chamber is located at the end of a long hallway lit by only half the usual number of torches. Once a chapel dedicated to the three patrons of the Solamnic Knights—Paladine, Kiri-Jolith, and Habbakuk—this room has slowly been defiled by the vile practices of hobgoblin lords over the past seven decades. In recent days, this chapel has been turned over to the cult of Usk-Do, or Hiddukel, who serves as patron to the Malfesan Horde through his long-dead son, Malfesus.

Read or paraphrase the following when the heroes enter the chapel for the first time:

The ceiling of this enormous chamber is vaulted, hiding years of soot and cobwebs. Niches in the walls hold skulls, blood-stained bowls, rusty knives, and hideous icons. The altar is draped with a torn black and crimson cloth, and a crudely-drawn summoner's circle has been painted on the hard stone floor.

Dominating the room is a huge unmoving serpentine monstrosity with five long



curled necks, each ending in a screaming half-human half-reptilian head. The thing appears to be made of stone and radiates a palpable aura of chaotic malice that twists perceptions and disrupts thought.

Lurking in the room, cloaked in black, are four living figures. One is larger than the other three. When her hood falls back, the face beneath is female and human—but the long, coiled snake's body beneath her six-armed torso is very obviously not.

Creatures: The larger, six-armed figure is **Thelmenope Regia** (CE female marilith), the marilith sent by Hiddukel to co-ordinate his efforts with the Malfesan Horde. The other three are hobgoblin cultists of Hiddukel, the **Keset Malfesa** (CE male gurik cha'ahl hobgoblin cleric 9 of Hiddukel).

☞ **Thelmenope Regia, Marilith:** hp 216, see *Monster Manual*, wields +2 *large anarchic longsword* as primary weapon, all other weapons +1 *large longswords*.

☞ **Keset Malfesa hobgoblins (3):** hp 54, see page 299

Tactics: Thelmenope is a seasoned veteran at combat and will draw all six of her swords to engage the heroes. If she has any warning of their coming, she will have cast *unholy aura* on herself and her priests (assume she succeeds at overcoming the suppression of non-chaotic Abjuration magic). While she directly attacks the party, the Keset Malfesa cast spells to hinder, confuse, and penalize the heroes. Their primary role, however, is to prevent the remains of Malfesus from being taken or damaged.

The calcified remains of Malfesus have an AC of 20, a hardness of 10, and 225 hp. They weigh 2000 lbs. and occupy a 10 ft. space. The remains have a permanent *cloak of chaos* spell effect surrounding them (CL 20th) which has already been factored into their AC, but which gives them SR 25 against lawful spells and spells cast by lawful characters. Malfesus's remains are especially vulnerable, however, to positive energy spells that will deal damage directly to the stony remains as negative levels deal damage to living creatures. Malfesus is not undead, merely an extremely powerful demonic corpse, one that has been infused with the presence of Chaos to a certain degree.

Development: If the heroes start to show a decisive victory, reducing her to less than a third of her hit points, Thelmenope will use her *greater teleport* to escape. She abandons both the remains and the Keset Malfesa, hoping that her unholy master will not punish her too severely for her cowardice. Without her, the Keset will flee towards the Sepulcher or, failing that, try to escape upstairs. If the heroes succeed in destroying the remains of Malfesus, they explode in a shockwave of unimaginable force. Any remaining cultists will be killed outright; Thelmenope, if present, is sent screaming back to the Abyss. The heroes in the room with the explosion take 15d6 damage from the chaotic outburst (Reflex DC 24 half), but the Malfesan Effect around Throtl will have been eliminated.

Another alternative is for the heroes to move the remains. Lifting, carrying, *teleporting*, or *gating* the

remains out of the Chapel are all options, although some of these will be impeded by the Malfesan Effect (see sidebar on page 75). Wherever the heroes take the remains, the chaotic influence will continue, although Throtl will be rid of it. The heroes might decide to destroy it elsewhere, drop it in the New Sea, take it to Bastion, or any number of other things. While destroying the calcified corpse is perhaps the best solution, the heroes should be encouraged to be creative.

If the marilith defeats the heroes, they are taken before Two-Faced Grom and sufficiently roused with healing magic for Grom to question them. Refer to "To The Death" for more information.

Experience Awards: Even if Thelmenope flees, she counts as being defeated, and the heroes earn full experience points. Destroying the remains of Malfesus counts as a minor party mission goal (see *DRAGONLANCE Campaign Setting*, p. 193).

ALII. SEPULCHER [EL 19]

This is a long, dark crypt lined with alcoves in which the dessicated corpses and dry skeletons of former lords of the Alcazar, beloved family members, priests, and other notable individuals are interred. The crypt is shaped like a 'T' with the crosspiece forming 20 ft. wide halls leading east and west; at the far end of each of these halls is a large graven image carved into the rock, a bas-relief depiction of a fierce warlord in a horned helmet to the west (Khara Warbringer) and a noble Solamnic Knight with a stern expression to the east (Duke Instan Westmeier). All of the other alcoves bear much smaller motifs, predominately heraldry and family symbols.

At the center of the crypt, where the halls lead east and west, is a circular dais of black stone five feet tall. This is where Cinder keeps the dragon skull. If the heroes are in Throtl before Gilthanas, the skull is still here. If Gilthanas shares this chapter with the heroes, they arrive just in time to see him use the *dragonpurge amulet* on the skull, drawing it from the dais and into one of the amulet's jewels. If the heroes arrive here after Gilthanas, the dais is empty. Refer to *The Dragon and the Elflord* for confrontations with Gilthanas.

Behind each of the bas-relief murals at either end of the crypt is a 20 ft. by 20 ft. chamber with a marble sarcophagus and steps leading up behind it. A DC 25 Search check reveals the mechanism for sliding the stone mural aside and entering the chamber. These are the true tombs of Khara Warbringer and Duke Instan. Each sarcophagus has been sealed with a complex array of sliding locks (DC 40 Open Lock) but can also be smashed open (hardness 8, 150 hp, Break DC 35). There is evidence that others have tried to open the sarcophagi in the past, yet failed. If the heroes succeed in opening one, refer to "Creatures" below.

Creatures: Along with the possibility of meeting Gilthanas, the only creatures in the Sepulcher are the entombed lords of Throtl in each sarcophagus. Khara Warbringer (CN male skeletal warrior nomad human barbarian 11/legendary tactician 5) and Duke Instan

Westmeier (LN male skeletal warrior civilized human fighter 7/legendary tactician 9) are skeletal warriors whose souls are bound to the golden circlets set into the wall of the Great Hall. They are formidable opponents but potential allies against Cinder or Two-Faced Grom.

☞ **Khara Warbringer, Skeletal Warrior:** hp 110, see page 293

☞ **Duke Instan Westmeier, Skeletal Warrior:** hp 110, see page 291

Development: If the heroes have possession of a golden circlet and open the appropriate sarcophagus, the undead lord will rise from his place of rest and address them.

Khara is a fierce, passionate nomad warlord and asks the bearer of his circlet who they wish him to slay. Duke Instan is a serious, stern Solamnic Knight who pledges his sword in glorious conflict against the enemy of the circlet bearer. Each will agree to serve the heroes for the duration of one battle or conflict, at which point they may finally pass through the Gate of Souls to the hereafter.

If the heroes don't have the golden circlets, the lords will each demand to know why their eternal slumber has been disturbed and where their circlets have been hidden. Each will climb down from his casket and head immediately in the direction of the Great Hall, hoping to recover the circlet and gain final death. The heroes will have the chance to get to the circlets first, which will grant them the services of the "Sons of Throt" as described above. Trying to stop the skeletal warriors from reaching the Great Hall will result in a combat encounter; if the heroes defeat one of the lords, his remains crumble into dust and reform in the sarcophagus minutes later.

Treasure: All items of value were stripped from the Sepulcher long ago. The true treasures of this chamber, however, are the lords entombed within it.

SCENES IN THROTL

The following scenes lead up to the climax of this chapter, a battle between the heroes and Cinder the red dragon. This is not necessarily set in stone, of course—the heroes may decide to cut their losses and leave Throt in Fenalysten's hands, regardless of how much the Legion of Steel wishes they would help. The heroes will have many opportunities to pool together their resources, draw upon their talents, and make use of their items and contacts at this stage, so play the scenes out as needed and elaborate if you feel so inclined.

SCENE: INTO THE CITY

When the heroes are close to Throtl, read or paraphrase the following:

The city of Throtl is preparing for war. Hobgoblins are everywhere, trudging through mud, picking at fleas, or drilling in open spaces under the shouts of their misshapen commanders. The smoke from hundreds of campfires is diffused by the constant rain that falls upon the maze of stone buildings and canvas tents in the

valley. An impressive stone fortress at the far end of the city squats beneath the Dargaard Mountains, and the haze of chaos clings most strongly to it. The Watching River plunges from the mountains, lending a pervading roar and even more ambient moisture to an already bleak cityscape.

The Situation: Throtl has no walls per se. Its location in an extended river valley affords it some isolation from the outside, but presently its most formidable defense is the Malfesan Horde. When the heroes decide to enter the city, they will need to consider a means that either disguises or hides their true natures, for any Malfesan hobgoblin will quickly become alert to their presence if they simply walk into town.

Creatures: Hobgoblin and draconian patrols are common in the streets of Throtl, especially around the outer edges. These patrols await new arrivals or stragglers, directing them to the appropriate Ward. A hobgoblin patrol consists of two Malfesan hobgoblin scouts and eight standard hobgoblins (EL 12); a draconian patrol consists of two bozak spellguards (NE male bozak sorcerer 2/fighter 3) and 10 baaz (EL 12).

☞ **Malfesan hobgoblin scouts (2):** hp 52, see page 300

☞ **Hobgoblin warriors (8):** hp 6, see *Monster Manual*

☞ **Elite bozak spellguards (2):** hp 56, see page 297

☞ **Baaz patrol (10):** hp 18, see *DRAGONLANCE*

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Development: Several options exist for the heroes. The first is to acquire some level of cover or subterfuge and infiltrate the city during the evening or early morning. Sneaking around may get them quite far through town, at least until they are spotted or they find somewhere to rest. Another option is to use magic to *teleport* into the city. If Kiro Dorova and his Legionnaires are present, he can inform the heroes of his sister Katja's location. Because of the Malfesan Effect, teleportation is not always reliable. Using *detect chaos*, *arcane sight*, or *true seeing* will draw attention to the pervasive chaotic energies which seem stronger around the Alcazar.

Experience Awards: As well as that earned from overcoming potential patrols, the heroes should gain additional experience points for clever plans to infiltrate the city and find what they need.

SCENE: GOBLIN BRAWL

Run this scene when you want to play up the volatile situation in the city between the resident hobgoblins, the Malfesan Horde, and the Sikk'et Hul freedom fighters who have accompanied Katja and the Legion of Steel. This is especially suitable if the heroes have brought Kiro's own group of Sikk'et Hul goblins into Throtl or if you'd like to connect the heroes with the Legion quickly.

Read or paraphrase the following:

Through the neverending drizzle and fetid mist that clings to the streets of Throtl,

you hear the sounds of conflict. Voices raised in anger can be heard, no less than two city blocks away; the sound of running feet signals a gathering crowd of goblins, hobgoblins, and even the occasional bugbear moving in the direction of the noise for a better look.

The Situation: A group of the Malfesan hobgoblins and a somewhat larger mob of local hobs, former subjects of King Uhkrin, are having a rowdy dispute over the occupation of a large building just off one of Throtl's public squares. The square is essentially a muddy field surrounded by poorly maintained two-level housing, but this is home for the locals. The Malfesans were ordered to take up residence in the square, hence the disagreement. A small group of Sikk'et Hul goblins are caught in the middle.

Creatures: The local hobgoblins make up a mob, which behaves much like a swarm, only it is composed of Medium-sized creatures. The Malfesan hobgoblins are a mix of 2 elite Malfesan berserks, 2 scouts, and 4 standard hobgoblin warriors. Although they are quite outnumbered, the Malfesans are considerably tougher. The Sikk'et Hul goblins (N male and female goblin fighter 6) attempted to act as mediators for all of ten seconds, but neither side seemed interested in settling the dispute with talk.

☞ Malfesan hobgoblin berserks (2): hp 96, see page 300

☞ Malfesan hobgoblin scouts (2): hp 52, see page 300

☞ Hobgoblin warriors (8): hp 6, see *Monster Manual*

☞ Hobgoblin mob: hp 150, see page 298

☞ Sikk'et Hul freedom fighters (4): hp 39, see page 301

Tactics: The mob basically tramples towards the Malfesan hobgoblins, hoping to deliver sufficient damage through cuts, jabs, and kicks to drive them away. The Malfesan Horde responds by swinging at the mass of locals, inflicting damage and trying to disperse them. The Sikk'et Hul goblins try to get out of the way. A DC 15 Sense Motive check should indicate to the heroes that the goblins are caught in the middle, literally so. If the heroes can somehow clear a path out of the melee, the goblins can escape.

Development: If the heroes decide to do something about the fracas, their choice will make a difference one way or another. Once the goblins are assisted out of the fight, the Malfesan hobgoblins will finally back off and retreat. The locals shake their fists and weapons in the direction of their opponents. They may even thank the heroes if they were not directly attacked; attitudes from the locals will shift to at least Indifferent from now on.

If the heroes aided the Malfesans, or chose not to intervene, the Malfesans disperse the local mob and send them off licking their wounds. The Sikk'et Hul goblins are rounded up and escorted to the nearest command post for interrogation. This gives the heroes a chance to rescue them.

Assuming the heroes speak with the Sikk'et Hul goblins, they will be told about the Legion in Throtl and

given an offer to be escorted through the rainsoaked streets to their hideout at the Abandoned Library (TH1).

Factions: This scene influences the heroes' faction ratings with the Legion of Steel and the Malfesan Horde, as follows:

Assist the Malfesan Horde against the local hobgoblins: +2 MH, -1 LS

Get the Sikk'et Hul goblins to safety: +1 LS

Rescue Sikk'et Hul goblins from Malfesan Horde command post: +1 LS, -1 MH

Assist the local hobgoblins against the Malfesan Horde: -2 MH, +1 LS

XP Awards: Even though the heroes may receive help from an opposing side if they join the melee, they should still be awarded experience points for overcoming the challenge.

SCENE: TO THE DEATH [EL 18]

There are a number of opportunities for a final showdown with Two-Faced Grom in this adventure. The heroes can work up to this confrontation by challenging the ettin's murzas, winning over the Malfesan Horde step by step, or they might go straight to the top and seek to unseat Grom from power just as Grom unseated Uhkrin. However this occurs, this scene provides details on running the duel and the outcome of a victory or failure.

Read or paraphrase the following:

Two-Faced Grom is a monster, even compared to other ettins. Easily as tall as two and a half men, the giant's two heads look down on everyone around him. His weapons, double-headed axes as long as a wagon, look sharp enough to cleave a vallenwood tree in half. Black plate armor in mismatched pieces covers whatever parts of his body that furs and hides do not; despite the primitive look, it is clear that Grom is equipped just as he wants to be.

Each head looks down at you, now that you have his attention. One speaks, the other growls in a guttural tone that brings to mind the sound of boars bringing down a hapless hunter. "You got only two ways out of this," he says, lifting up one axe, then the other. "Left, or right."

The Situation: Two-Faced Grom abides by the tradition of his Horde as dictated to him in a vision from Usk-Do, goblin and ogre name for Hiddukel. All who come before him and challenge his leadership may attempt to defeat him in single combat to the death. Grom has slain dozens of challengers already and, bolstered by his faith in the power of his god and the strength of his limbs, he is confident that the heroes will be just as easy to defeat.

Creatures: Two-Faced Grom (CE male ettin barbarian 5/blackguard 7 of Hiddukel) is almost never without his Kaba aul-Malfesa bodyguard (CE male gurik cha'ahl bugbear fighter 4/rogue 4), but they know better than

to get involved in any of his fights. Even so, if the heroes nominate one of their own to battle Grom, his bodyguards watch the other characters very closely. They will be ready to intervene if the situation suddenly changes.

☞ **Two-Faced Grom:** hp 213, see page 294

☞ **Malfesan bugbear soldiers (4):** hp 77, see page 299

Tactics: Grom is a brutal and powerful combatant.

With the ability to use each of the large battleaxes in either hand with equal proficiency and skill, and the powers of a blackguard, Grom is capable of dealing a great deal of damage in a single round. His stat block assumes the ettin will be using Power Attack although, if his target seems to be too well defended, he will devote more attention to landing blows. Because he cannot bluff a target easily and he can't flank an opponent in a duel, his sneak attack will not often come into play. Because of this, if Grom wins initiative, he will fly into a rage, charge his opponent, and deliver as heavy a blow as he can—and if the opponent is good-aligned, he will smite in the same attack action.

On subsequent rounds, Grom's options are few. Once he has entered his rage, he knows his spellcasting is off the table, so he concentrates on melee attacks. If for some reason his opponent is a flying character or keeps his distance, he will throw either a javelin or one of his axes (taking a -4 penalty for being an unconventional thrown weapon), relying on his high attack bonus. Grom is not particularly smart, but he is cunning; if his opponent seems to be favoring a specific weapon or item, Grom will attempt to sunder it (adding points of Power Attack to ensure greater damage). If his opponent is quick and agile, Grom will attempt to overrun the target, forcing him to remain on the defensive.

Because Grom's rage only lasts for 9 rounds, that's as long as he will want the fight to last. You can play up the desperation if Grom is approaching this point and still hasn't won—few have ever lasted so long. Eventually, Grom's sense of tradition will be overridden by his self-preservation. When down to a quarter or less of his beginning hit points, Grom will call in his bodyguards with an Intimidate check (DC 25). If he fails, the bugbears shake their heads and turn away. If he succeeds, the battle just got larger.

Development: The manner in which the heroes overcome Grom is of some importance to the response of the Horde (see **Factions**). It might be understandable for the heroes to want to combine forces and take him on as a group; if this happens, Grom will also bring in his own bodyguards. The consequences of removing Grom from the head of the Malfesan Horde by means of a duel are twofold. Firstly, Cinder loses his chief ally and general which in turn means that the red dragon loses an army. The Malfesan Horde is fickle and will not readily follow Fenalysten's cause without somebody telling it to. Secondly, Hiddukel loses one of his main champions and must seek out another. That is a tale for another time, for once Two-Faced Grom and the remains of Malfesus are out of the picture, so is Hiddukel.

There is one other possible outcome to a duel between the heroes and Two-Faced Grom. If the heroes spare

Grom's life, he demands they end it, for he will lose face with his Horde. If the heroes refuse, Grom leaves in complete disgrace. Having proven himself to be defeatable, his hold upon the Malfesan Horde is lost. This version of Grom may develop into a suitable recurring villain, driven by anger and shame to destroy the heroes.

Factions: Because of the tremendous importance of this battle, the stakes are high in terms of the heroes' faction rating with the Malfesan Horde. Their Legion rating will also go up if they succeed. As soon as their new rating has been determined, the heroes can attempt a Faction Influence action to bring the Malfesan Horde over to their allegiance. Failure doesn't mean they can't try again, but they will need to wait at least a week before another attempt.

Heroes challenge Grom as a group and fail: -5 MH, -1 LS

Heroes nominate a challenger, who fails: -3 MH, +1 LS

Heroes challenge Grom as a group and succeed: -1 MH, +2 LS

Heroes nominate a challenger who defeats Grom, but other heroes join in: +1 MH, +2 LS

Heroes nominate a challenger who defeats Grom alone: +3 MH, +2 LS

Per additional challenger after first: -1 MH, +1 LS

Grom attempted to bring in bodyguards and succeeded: +1 MH, +0 LS

Grom attempted to bring in bodyguards and failed: +2 MH, +0 LS

Experience Awards: Defeating Two-Faced Grom should not only be worth earned experience for the individual who felled the giant; it counts as a minor party goal (especially if the heroes retrieved the dragon skull in the process) for the purposes of a story award. In this way, the other characters get to share in the rewards.

SCENE: ASHES TO ASHES [EL VARIES]

Important Rules: "Combat," "Red Dragon," under Dragon, True in the *Monster Manual*.

This scene is in many ways the climax of this chapter and, as such, should be approached with some care. Be very familiar with Cinder's stat block and with the special abilities and feats available to him. Allow the players to plan out as much of the battle as they feel they need to. Use the Dorovas, if present, as NPC sounding boards or counsel. Katja and Kiro are both willing to go along with almost any plan the heroes might create, so long as it does not violate the tenets of the Legion of Steel. Katja favors action and battle, while Kiro favors magic and subtlety. As neither NPC should overshadow the heroes, their roles should be secondary and adjunct whenever possible.

Read or paraphrase the following:

Over a hundred feet long and red as the dawn sky before a storm, Cinder overwhelms the senses and bakes the air with his fury. The red dragon's enormous bulk seems impossibly huge, although he moves with the grace and speed of a predator many

times smaller than he. The rain becomes steam before it reaches his scales. His wings buffet the area around him for hundreds of feet, and each sweep of his tail knocks something asunder. Despite his command of the sky, Cinder seems equally at home on the ground, landing with claws outstretched and a force to quake the earth. “Vermin! Creatures of ill-worth! Insufferable gnats! No mortal alive or dead can match my fires! Come, lay your courage bare before me, as others have, and join them in obscurity!”

The Situation: The heroes have decided to take action against Cinder or Cinder has decided to take action against them. If the heroes have already taken care of Thelmenope Regia, Two-Faced Grom, and the Malfesan Horde (and the remains of Malfesus), Cinder realizes fully that he is without his most powerful advisors. If they have not, then Cinder summons them to his side to join the battle. Refer to the sidebar “Staging the Battle with Cinder” for more details.

Creatures: Unless Cinder’s lieutenants and allies are still alive, there’s only one creature in this fight—Fenalysten himself, known to mortals as Cinder. Cinder has his own draconians in the city of Throtl, but they are best left as off-screen grunts in his military maneuvering. If the heroes have control over the Malfesan Horde, then the draconians will be very busy fighting them off. You can cut away every round to a description of how the two

forces are engaged in a ferocious battle. Cinder is not very loyal to his servants and soldiers, leaving them to their fate if they get in his way or fail to do the work assigned them. This, plus his general arrogance, is also why he fights and lairs alone.

☞ **Cinder:** hp 660, see page 291

Tactics: Cinder is an overconfident bully. He will make mistakes in a fight because of his supreme arrogance, but he will usually learn not to repeat them. His first move is to breathe fire upon as many targets as possible, even though the likelihood of them having resistance or protection from fire is very high. Cinder casts spells such as *fire storm* and *delayed blast fireball* if the breath weapon seems to be effective and *chain lightning* otherwise.

Once Cinder has decided to attack the heroes, or responds to their attack, his plan is to dish out as much lethal damage to a single character as possible. To this end, he will often choose a cleric or other divine spellcaster, for he knows they serve a support role and killing one would be a blow to the overall party (no healing, fewer spells, etc). Obviously, if the heroes reveal the *dragonlance*, the individual wielding that weapon will get Cinder’s full attention.

If the heroes were able to gain the assistance of another dragon, the two wyrms will clash above the city, trading blows and snapping at each other with their powerful jaws. Breath weapons and spells will be unleashed, and the surrounding area will experience significant damage. Such a confrontation gives the heroes time to organize the last stages of a plan, ready the *dragonlance*, or cast spells. Don’t worry too much about the actual mechanics



STAGING THE BATTLE WITH CINDER

THERE are many possible paths to a final confrontation with Cinder. Here are a few of the solutions or ideas that may arise.

Got A Dragonlance? Katja's wry comment reminds the heroes that they have in their possession the first dragonlance forged and used by Huma himself. This is a major advantage. One or two blows delivered by this weapon can seriously weaken any dragon, and the effect scales because it is Constitution loss.

Get Another Dragon: There aren't a lot to choose from, but Fume is the foremost of them. Already embroiled in a decades long feud, and terrified that Cinder will bring his army north and burn his forests, Lorrinar may be convinced through the assistance of the Legion of Steel to come and aid the heroes against Cinder. Again, this is a major advantage. Other choices might include Pitch, the redeemed black dragon of Nordmaar (assuming the heroes want to seek him out again and didn't kill him); Crucible, the bronze dragon of Sanction (who is unlikely to risk his life unless convinced of the need by the Legion and his wife, Linsha Majere); Glacier, the white dragon of Khimel (assuming the heroes did not kill her and were able to win her over); or Clang, the copper dragon of Wayreth,

imprisoned within Bastion (assuming the heroes were able to free her).

Gather An Army: If the heroes won over the Malfesan Horde by defeating Two-Faced Grom, they have a significant armed force at hand. Although most of these warriors are low-level hobgoblin grunts, they are at least a sufficient distraction that Cinder may be forced to spend a round or two dealing with them. If the heroes gained the aid of the skeletal warriors Khara Warbringer, Duke Instan Westmeier, or both, these legendary generals can turn the chaotic rabble of the Horde into a major advantage against Cinder and his draconians. The heroes may also decide to bring in the Firstwal Irregulars or the Skaug aul-Malfesa.

Flee! Again, this is always an option. In a campaign where the heroes would rather depart quickly than use their resources up battling a mighty red dragon, running away is not such a bad idea. This leaves Cinder around, but you can assume that in the absence of the player characters, the Dorovas manage to pull it all together and take out the red at the cost of many Legion lives. This is hardly heroic on the part of the PCs but definitely pragmatic; it will also lower their Legion of Steel faction rating by -5.

of a fight between Cinder and another dragon; describe it well and make it last long enough for the heroes to feel as if they have a chance to make their move. When this happens, Cinder will send the other dragon spiraling into the mountainside, bringing down tons of rock and earth. The escarpment might collapse in places, or you might have part of the Alcazar get buried from the rockslide. Cinder's opponent, unconscious but alive, has played his or her part; Cinder will be wounded, down to half of his hit points, increasing the likelihood that the heroes will defeat him.

Another option is for the heroes to ride their dragon ally into battle against Cinder. In this case, using the *dragonlance* against the Red will be even more effective. You may continue to play out the battle between the two dragons while giving the rider the opportunity to run Cinder through with the *dragonlance*. Refer to the *DRAGONLANCE Campaign Setting* p. 242, for more details about airborne battles.

Finally, if the confrontation with Cinder occurs after the Malfesan Effect has been eliminated (either by moving the remains of Malfesus or destroying them), magic (especially lawful magic) operates at its usual levels in the city of Throtl. Cinder's exposure to the effect has given him a vulnerability to lawful spells and effects (as described in his stat block), so now would be the time for heroes with access to these resources to use them on the dragon.

Development: If the heroes succeed in defeating Cinder in the city of Throtl, there will be a resounding cheer from

the hobgoblins, goblins, and other residents of the city, even those in the Malfesan Horde. The latter is especially true if Two-Faced Grom has already been defeated, and the heroes have eliminated the threat of Thelmenope Regia and the Malfesan Effect. It is very possible that one or more heroes may have fallen in the battle with Cinder which will make the victory seem somewhat bittersweet. The city, if that was the site of the battle, will be burning in sections, buildings broken and damaged, hundreds of soldiers and warriors dead or dying. Even so, with the dragonlord of Estwilde and Throt finally overthrown, the threat to Solamnina and the rest of the north has been greatly diminished.

Allies of the heroes will congratulate them on their victory. The Legion of Steel promises to watch over the region from now on, working to root out any remaining threats relating to Cinder, such as his draconian slavers. The slaves themselves will have been freed, able to return to their towns or tribes in Qlettaar, and the Malfesan Horde will either disperse or remain for as long as the heroes might need their assistance in the future. An alliance between the Horde and the Legion, however temporary, might also be arranged.

If the heroes gained the assistance of a dragon in their efforts to defeat Cinder, he or she will depart, seeking to recover from the injuries sustained in the battle with the red. If Fume was the dragon in question, he will thank the heroes for their role in defeating Fenalysten but remind them that Frost is the greater threat. He can be of no more aid to them; he will return to his woods and isolation.



Factions: Defeating Cinder is a tremendous boost to the heroes' ratings with a number of factions. Their rating with the Legion of Steel and Knights of Solamnia increases by +5. Their rating with the Ergothian Merchant Marine, Malfesan Horde, Brass Tigers, and Dark Knights increases by +3. Other factions are unaffected.

Experience Awards: Cinder is a very powerful threat, and his Challenge Rating of 26 would normally fall outside of the level the heroes can expect to encounter. Because of the resources available to them, however, such as *Huma's Dragonlance* and any allies they may have called in assistance from, their chances were elevated. For the purposes of this adventure, award XP equivalent to a CR 20 encounter for defeating Cinder, as well as XP earned for reaching a major party mission goal. Individual awards for heroism, good ideas, and excellent roleplaying should also be given to characters who performed well in the battle.

LEAVING THROTL

Throtl will probably be the heroes' last stop in this chapter, especially as it may have culminated in the battle with Cinder and the freeing of the slaves. Once they are rested and recovered from their ordeal, the heroes' five major paths onward are described below.

- **Travel to the Last Tower in order to reach Bastion (Chapter Three):** With the use of Shala Mer-Kane's portal map, the heroes might seek out the nearest location of a portal to Bastion, the wight-infested Last Tower. If they take this route, go to the Roads to

Bastion chapter for information about entering the portal.

- **Travel to the Island of Cristyne (Chapter Four):** With magic, Bastion's portals, or by heading to the nearest coastal city (such as Haligoth, now freed from its domination) the heroes could make their way to the Island of Cristyne. There they learn about the fate of the Kagonesti, the elves of Southern Ergoth, and the elves of Pashin.
- **Travel to Daltigoth (Chapter Five):** Traveling across Solamnia to Caergoth, using Bastion's portals, or employing magic will all allow the heroes to reach Daltigoth. They could be investigating the *allomanya* or the Whitescale Society, or seeking out the Legion cell that operates there based on Kiro and Katja Dorova's information.
- **Travel to Khimel (Chapter Six):** Rather than head to Cristyne or Daltigoth, the heroes might attempt to go straight to the icewarrens of Khimel, to the breeding ground of the white dragonspawn. If they are seeking Frost, this would be the obvious first choice
- **Meeting with Rasca (Chapter Seven):** If this was the heroes' sixth chapter and each of the dragon skulls has been collected by the heroes or Gilthanas, they are ready to meet Rasca again and receive the reading from the Ice Key. The confrontation with Frost will be that much closer.

CHAPTER THREE: THE LIBERATION OF BASTION

*“...kept in a bastion far
that wizards of three colors held
a fortress lost in an ethereal sea
much envied and enspelled.”*

CHAPTER SYNOPSIS

In this chapter, the heroes stage a pivotal raid upon the wizards' extradimensional fortress, thought lost when the world was moved. Powerful resources useful in the battle against Frost can be found within, as well as a trapped copper dragon. At the heart of Bastion lies the secret to the fortress and the location of the dragon skull. Unfortunately, Frost has Lord Knight Theo Drawde of the Knights of Neraka pursuing the same goals. Both sides realize Bastion has been taken over by a vicious and highly deadly race of four-armed creatures known as xill, “scooped up” by Bastion as it was dragged through the Ethereal Sea.

THE LYCEUM (KALAMAN BAY)

[Divination, Abjuration]

The Lyceum was once a place of learning and instruction before the Cataclysm, although its true role as an anchor

point for the Lost Citadel was a tightly guarded secret. Even knowledge of its location was kept from those outside of the Conclave, although the Kingpriest eventually extracted this information from an imprisoned mage and launched a number of attacks upon the school. The Orders withdrew their students and instructors in haste, and the site lay empty until the Night of Doom. On that night, when the true clerics departed across the Bridge of Stars, the Lyceum was one of the places the Bridge appeared. Much later, during the aftermath of the War of the Lance, a Red Dragon Highlord named Rugoheras attempted to open the Portal to the Abyss from the Lyceum but was thwarted by a band of heroes from Kalaman.

Following Rugoheras's plot, the Gods of Magic shrouded the Lyceum from the minds of mortals, and it was forgotten. The waters of Kalaman Bay rose over the sandspit that led to the rocky headland upon which the Lyceum stood, and it became an island of mystery and solitude. When Takhisis stole the world and the moons of magic vanished from the heavens, their shroud was lifted. The magic preserving the Lyceum also faded, and, over the next forty years, the building became derelict. In its current state, the Lyceum is a crumbling edifice of long

SIGNPOSTS: ROADS TO BASTION

REACHING Bastion from Ansalon requires accessing one of five roads, or portals, that can transport the heroes to the Grand Gallery in Bastion's Outer Coronet. These portals exist in five geographically separate locations in eastern and northern Ansalon, each site a former anchor point for the Lost Citadel of High Sorcery. A map that shows these locations may have been acquired in Kalaman, although at various points in the other chapters, the party might encounter one of the portals because of their proximity to the dragon skulls. It is no coincidence that each portal is where it is, for Bastion is linked to the same ancient magic that was given to the dragons at the beginning of the world.

Each portal is activated by the use of magic. A portal is keyed to one or more schools of magic, which can be divined through the use of *detect magic*, *legend lore*, *augury*, or some other divination spell. An arcane or divine spellcaster may channel stored spell energy into the portal, losing a prepared spell (in the case of wizards, clerics, druids, paladins, and rangers) or using a daily spell slot (in the case of mystics, bards, sorcerers, and assassins) of 6th, 7th, 8th, or 9th level in the process. Focused spellcasters (those who prepare their spells in advance) must lose a prepared spell of a school that matches one of those keyed to the portal. Ambient spellcasters (those who cast their spells spontaneously)

must know a spell of the appropriate level in order to use a daily spell slot to open the portal. The chance of opening the portal depends upon the level of spell slot used: 6th level spells give a 25% chance, 7th level spells give a 50% chance, 8th level spells give a 75% chance, and 9th level spells give a 100% chance (automatic). Opening a portal is a full-round action that provokes attacks of opportunity. Portals remain open for a number of rounds equal to the spell slot used or when the character who opens it decides to close it, whichever is sooner. There is no limit to the number of individuals who may pass through once the portal is opened, although creatures of Huge or larger size will find it a tight fit (Escape Artist check, DC 15 for Huge, 20 for Gargantuan, 25 for Colossal).

Portals to Bastion are guarded by powerful outsiders who defend the entrance from intruders. The guardians block access to the portals and will enter into combat with the heroes if they attempt to open them. Once the heroes have gained control of Bastion, they will be able to open and close portals as they wish; until then, they must face the guardians each time they use a portal to enter the extradimensional fortress. The heroes are able to leave Bastion through the portals, which does not provoke the Portal Guardians.



stone hallways and empty rooms, but those with the right key can use it to reach Bastion.

GETTING TO THE LYCEUM

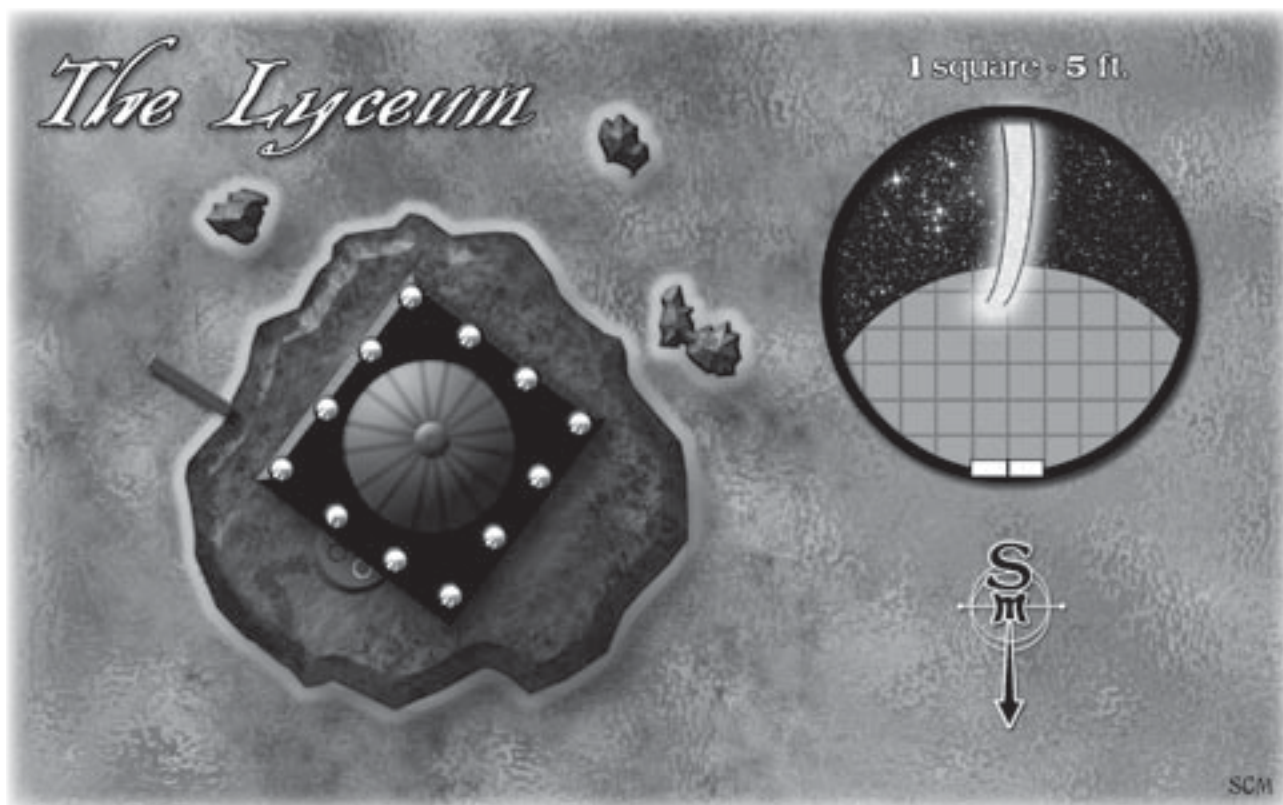
The heroes can reach the Lyceum by taking a boat from Kalamian or along the shore of the Qwalmish. It is only a quarter-mile offshore, but the waters around the island are treacherous. A DC 15 Profession (sailor) check will prevent any incident; in the absence of this skill, all characters on a boat traversing the Bay must make a DC 20 Reflex save or be thrown overboard and into the choppy waters. A large, squat stone building, the Lyceum is not difficult to spot once a boat draws close enough. Of course, the heroes may find less dangerous ways to get to the Lyceum, such as flight or teleportation magic.

If the heroes arrive at the Lyceum from the Grand Gallery of Bastion, they emerge in the Skydome (see Features of the Lyceum).

FEATURES OF THE LYCEUM

The Lyceum is a four-sided structure of two levels—one above ground, one below it. A path leads down to a wooden pier by the water, so a boat might be easily moored once the heroes arrive. The entire building is





stone with no windows and no other entrance save the enormous front doors. Thin, needle-like spires sprout from the roof, giving it a somewhat menacing look. A symbol of three interlocking rings, one each of red, black, and white, has been emblazoned on the stone immediately before the doors, but all magic that may once have been contained within them or the doors is gone.

The interior of the Lyceum is a series of cold, dark instruction halls once devoted to the three Orders of High Sorcery. Wind has somehow found its way into the building, making it drafty and creating mysterious noises. After a half hour of searching and wandering, the heroes will find a large circular chamber known as the Skydome, which contains a stone platform that appears to extend out into a star-filled expanse of black. The portal to Bastion is located at the far end of the platform, but the heroes will need to defeat the portal's guardians first (see below).

GUARDIANS OF THE LYCEUM [EL 16]

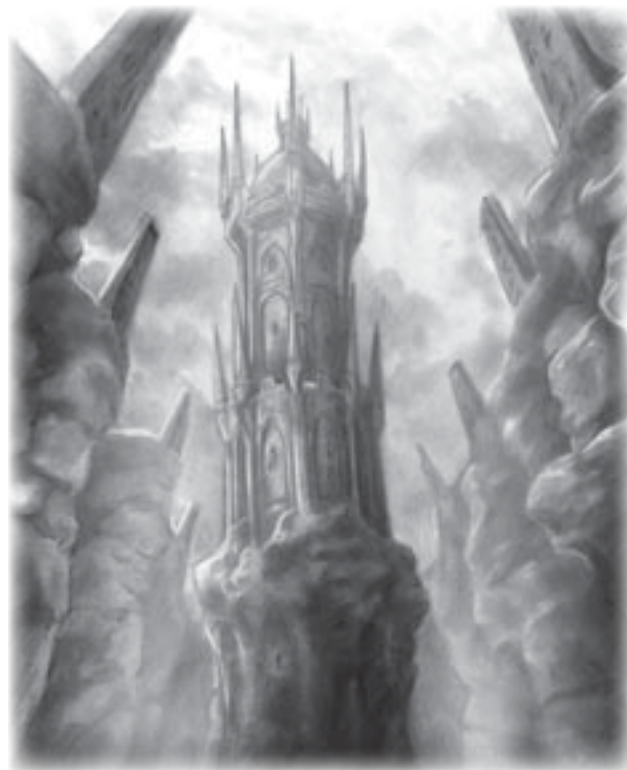
The Lyceum's Portal Guardians are a pair of trumpet archons, set here to protect the Bridge of Stars from intruders. While the archons are creatures of radiant goodness and honor, they are nevertheless formidable opponents and will not let any mortal pass by their watch without a battle. If the heroes parley with the trumpet archons, they announce their intent to fight anyone who advances toward the portal, a solemn duty given to them by Solinari. As each trumpet archon is defeated, a clarion note is sounded that resonates through the Lyceum. The archons reform an hour later, ready to do battle with the heroes again.

☞ Trumpet archons (2): hp 126, see *Monster Manual*

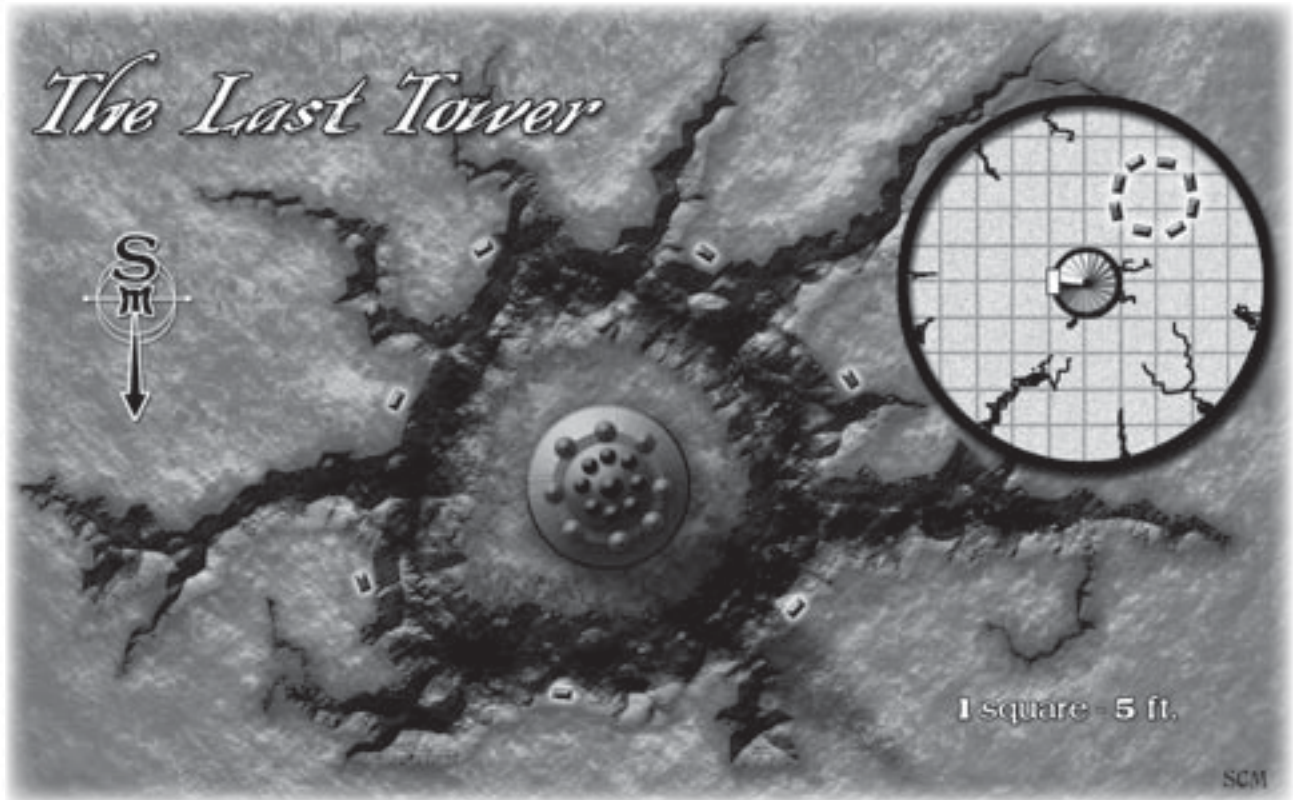
LAST TOWER (THROTYL GAP)

[Necromancy, Evocation]

In the first century after the founding of Solamnia, many fortresses and castles were erected to mark out the borders of the nation and guard against invasion from the wild lands of the east. One such fortress was Wyrddgate. The Lord Knight of Wyrddgate built the keep on a site haunted by dark spirits against the advice of his wife



The Last Tower



and counselors. Since then, the keep has been plagued by ill omens, disasters, plague, and worse. When the fiery mountain struck Istar, the land around the tower fell away, leaving it standing on a pillar of rock and surrounded by a bottomless chasm. Abandoned by the knights, it has become known as the Last Tower.

Wyrdgate's location is a place of darkness closely tied to the Plane of Shadow. As such, it became a natural choice for one of the portals to Bastion, at least in the minds of the Black Robes. Mysterious obelisks were erected around the edge of the chasm, presumably to aid in arcane rites. During the Chaos War, daemon warriors and shadow wights seized it, and it remains a highly dangerous destination for foolhardy adventurers.

GETTING TO THE LAST TOWER

The Last Tower is not difficult to find, situated due west of Throtyl Gap and northeast of Gaarlus and the Watching River. The surrounding countryside is grassy plain with

many long cracks leading inwards from about a mile away, converging on the chasm that surrounds the tower. From the air, it looks remarkably like a giant threw the keep down upon the plain and shattered the land around it. The gap between the edge of the plain and the Tower itself is thirty feet, but an examination of the obelisks with a DC 30 Knowledge (arcana) check will reveal that the obelisks are part of a bridge mechanism. By reciting the correct incantation (which the Knowledge check will provide), the obelisks will fly from the edge of the plain and assemble themselves into a stone bridge that leads to the Tower doors. Ten minutes later, or when a second incantation is uttered (also provided by the Knowledge check), the obelisks return to their places around the chasm edge.

If the heroes arrive at the Last Tower having used the portal in the Grand Gallery, they will arrive in the Portal Room at the top of the tower (see Features of the Last Tower). They will not need to battle the Portal Guardians, but there are other creatures to deal with.

ON THE TRAIL OF GILTHANAS

In this chapter, the heroes finally meet Gilthanas in a place where the link between Overlord and dragon vassal does not function. Frost is unable to see through Gilthanas's eyes in the Border Realms, which gives the elflord an opportunity to finally talk to the heroes about his plight and why he is doing what he is doing. This is the only chapter in which Gilthanas is unable to acquire the dragon skull from its location. Even if the heroes get here in a later chapter, the skull will still be present.

Gilthanas is in the White Ternion (OC14) if he and

the heroes are in this chapter at the same time. When the heroes meet him, Lord Knight Theo Drawde will immediately become suspicious. The chances of an alliance with the Dark Knights will be much less likely, and indeed, Drawde will want to report back to Frost once he returns to the Mortal Realm, which will mean bad news for Gilthanas and the heroes. Gilthanas will take the place of Drawde for the purposes of aiding the heroes against Ixmire and the xill.

FEATURES OF THE LAST TOWER [EL 14]

Wyrddgate is a round tower of five levels and a series of dungeon levels built into the pillar of rock. The interior is cracked and parts of the walls and floors in the tower rooms have collapsed. From time to time, DC 20 Reflex saves might be called for to avoid slipping or tumbling through crumbling masonry or being crushed by falling rocks. A central spiral staircase leads to the top of the tower, which consists of a single room—the Portal Room, home to a large circular ring of stone that acts as the portal to Bastion.

The Last Tower is infested with shadow wights. Eight of the creatures haunt the halls, hoping to feast upon the memories and experiences of hapless visitors. The shadow wights will not enter the portal room but lurk outside, waiting. Like the shadow wights in the Stormshire Forest of Throt, these wights prefer not to kill their targets, but leave them barely alive, in order to drain more memories at a later time.

☞ Shadow wights (8): hp 39, see page 300

GUARDIANS OF THE LAST TOWER [EL 15]

The portal room is guarded by a vampire named Oblessa, summoned forth from the Abyss by Nuitari to guard the portal to Bastion. Wreathed in shadows and exceptionally quick and dangerous, Oblessa does not broadcast her intentions; anything that comes into the portal room is an intruder and must be taken care of. If Oblessa is defeated, she disperses into a cloud of shadow and reforms an hour later.

☞ Oblessa, half-elf vampire monk 9/shadowdancer 4: hp 90, see *Monster Manual*

TOWER OF MAGUS (CRISTYNE)

[Necromancy, Conjunction]

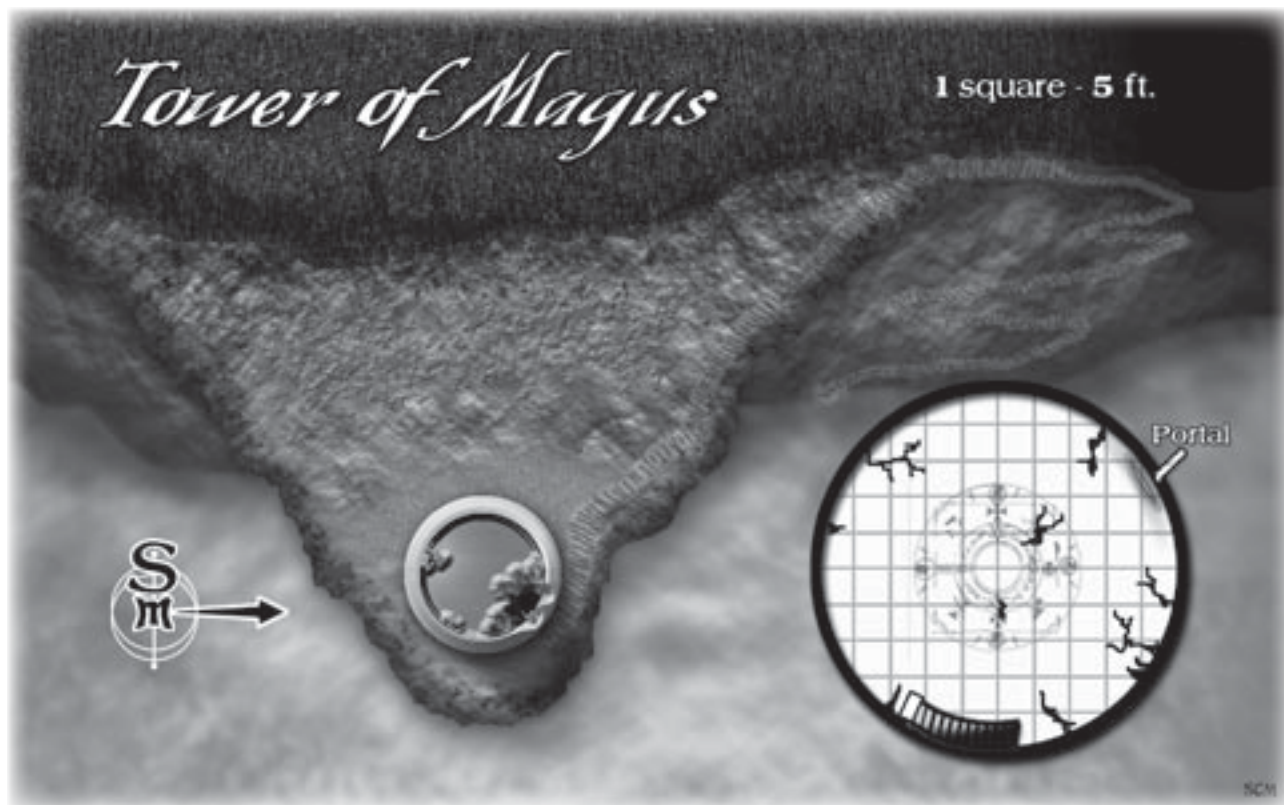
On a bleak, storm-swept crag on the island of Cristyne stands a ruined tower called, by those few who know of it, the Tower of Magus. Prior to the Cataclysm, it was part of Ergoth's Seascape Hundred and reputed to be one of the minor towers erected by the archmage Fistantilus. Its location was chosen for having ideal conditions for the use of necromancy and conjunction, which is also what attracted other wizards to the site many years after Istar's destruction caused the sea to open up around Ergoth and separate the island of Cristyne from the mainland. The last resident of the Tower, a necromancer who called forth Abyssal powers for knowledge, was defeated by the kender hero Tasslehoff Burrfoot and subsequently dragged to the Abyss by a summoned fiend.

The conjunction room that the necromancer used to call forth his demons is an active portal to Bastion. The Tower, due to its isolation, sees little use in the current era, though it is possible that the events of *Price of Courage* may bring it more attention.

GETTING TO THE TOWER OF MAGUS

The Tower is located on the island of Cristyne (see Chapter Four: *Darkness Over Cristyne*), near the northernmost cape. There is a perpetual thunderhead over the crag upon which the Tower stands, making the weather consistently abysmal. Climbing to the entrance takes at least half an hour of windy and miserable effort, unless the heroes are able to fly. Even this is treacherous, however.

Heroes arriving from Bastion by way of the Tower of Magus's portrait in the Grand Gallery will appear in the conjunction room (see "Features of the Tower of Magus").





FEATURES OF THE TOWER OF MAGUS

The Tower is somewhat plain and unremarkable, apart from the cathedral-like summoning chamber on one level that extends up for at least thirty feet, the dungeon cells underneath that room, and an extensive library filled with ruined, waterlogged books. Narrow ventilation shafts and crawlspaces can be accessed on all levels, allowing smaller

characters to make their way from one level to another. An explosion in the past has ripped a hole in one side of the tower, letting in the rain and wind, so much of the upper levels are slick-surfaced deathtraps.

The conjuration room, where the portal is located, is mostly free of leaks and drafts. The portal itself is a tracery upon one curved wall which, when activated, glows with a brilliant white light.

GUARDIANS OF THE TOWER OF MAGUS [EL 16]

The Portal Guardians of the Tower of Magus are a pair of nalfeshnee demons, brought forth by Nuitari to punish those who attempt to trespass into Bastion. Because of the constant thunder outside and the breaks and cracks in the walls of the Tower, the nalfeshnee's *call lightning* ability is particularly effective here. The two demons relish their assigned task, goading and bullying the heroes as they engage in combat. Once killed, a nalfeshnee lances out of the room as a bolt of lightning, reforming an hour later whole and ready to defend the room once more.

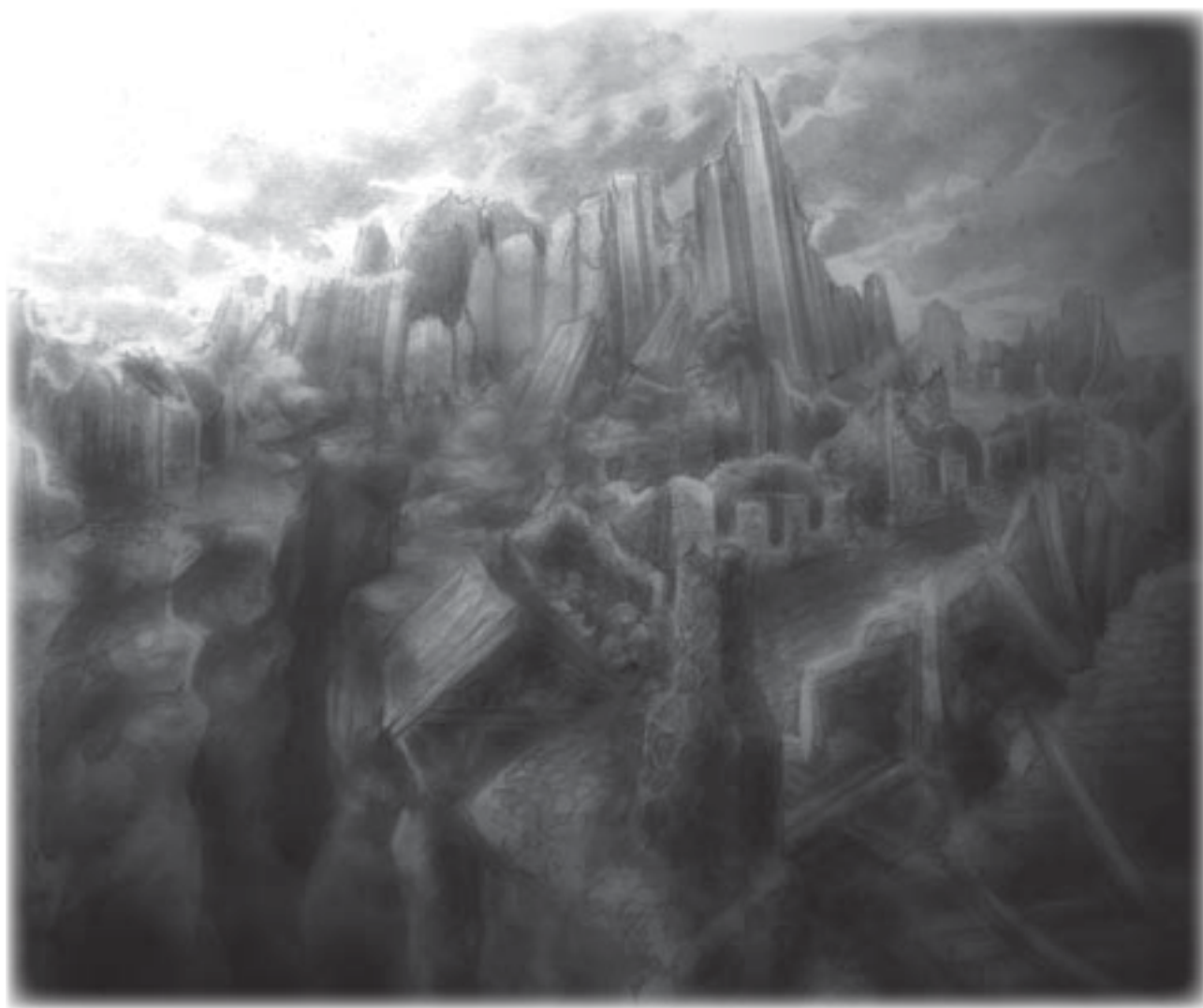
☞ Nalfeshnees (2): hp 175, see *Monster Manual*

RUINS OF THE TOWER OF HIGH SORCERY (DALTIGOTH)

[Illusion, Enchantment]

Unsurprisingly, the Towers of High Sorcery were all linked to the Lost Citadel in some way. The Tower of High Sorcery at Daltigoth, known throughout Ergoth as Rathfast, had been set up to provide access to the Border Realm in which the Citadel resided. The Heartroom, a small chamber containing the nexus of the Tower's magical energy, was also the portal room. When the Heartroom





was later used to destroy Rathfast in the Lost Battles, all connection to that plane was thought lost.

Takhisis's theft of the world shook the foundations of many Border Realms, casting many of the tethers loose that connected them to Krynn or, occasionally, re-establishing some that were once lost. In the depths of the ruins of Daltigoth's Tower of High Sorcery, the Heartroom recreated itself and a link to Bastion came alive. The majority of Daltigoth's residents are unaware of this event, although there are some in the city who have a suspicion and others who are fully cognizant of it (see Chapter Five: The Doom of Daltigoth for more information).

GETTING TO THE RUINS OF THE TOWER OF HIGH SORCERY

Getting to the ruins of Rathfast requires getting into Daltigoth and getting past that city's many ogres, thanoi, mercenaries, and dragonspawn. As the center of all Whitescale Society activity, Daltigoth is constantly alert and active. If the heroes can get to the Dregs, the massive hole into which the ruins have fallen, the use of spells such as *arcane sight*, *locate object*, or *find the path* will permit the heroes to locate the Heartroom 120 ft. down the hole along a 50 ft. passage. The doors into the Heartroom were once *arcane locked*, but the effect has been dispelled.

If the heroes arrive at Rathfast from the Grand Gallery of Bastion, they will find themselves in the Heartroom. They will not be challenged by the portal guardian, although they will still have to make their way up out of the Dregs and into the city.

FEATURES OF THE RUINS OF THE TOWER OF HIGH SORCERY

The Tower itself was once a large, squat, blood-red keep filled with magical power and surrounded by the Kadothan Grove, which induced sleep in those who trespassed. All that remains of the Tower are a fissure, tons of melted slag, and the burned and ruined foundations far beneath the surface. The Heartroom is a circular chamber 20 ft in diameter, containing a table and a small arcane model of the original Tower. The portal forms as a circular ring of crimson light opposite the door.

GUARDIANS OF THE RUINS OF THE TOWER OF HIGH SORCERY [EL 15]

The Heartroom of Daltigoth is the smallest of all of the various portal rooms currently active. The Portal Guardians, two iron golems, are therefore limited to acting within a relatively confined space. Lunitari created them of primal elemental matter and set them to guard the portal.



The Road of Time

1 square = 20 ft.



If destroyed, a golem collapses into a swiftly corroding heap and reforms an hour later.

☞ Iron golems (2): hp 129, see *Monster Manual*

ROAD OF TIME (FROZEN WASTES OF SOUTHERN ERGOTH)

[Divination, Transmutation]

Out in the Frozen Wastes of Southern Ergoth, where



Gellidus's bitter cold has blanketed all of the earth in thick permafrost, a mysterious coil of stone rises up from the flat landscape. The Road of Time is a site holy to Solinari, consulted often in the distant past by mages and scholars for its divinatory visions and transformative powers. Unfortunately, much of its magic was leached during the War of Souls by a stream of hungry spirits draining power for the Queen of Darkness. Since the return of the silver moon, the Road of Time once more has the potential for recovery, although until Frost relinquishes his hold on the land, its power is still muted.

Frost once posted guards here, but since he left Khimel and relocated to the Gale, he has not kept up the practice. As such, unless you arrange for a random encounter based on the Frozen Wastes table (see Chapter Six: Devastation in Khimel), the Portal Guardians are the only obstacle to the heroes' use of the Road of Time.

GETTING TO THE ROAD OF TIME

The Road of Time is about 20 miles northwest of Khimel in a featureless expanse of icy wilderness. As there is nothing around for many miles, it becomes visible in the day at a fair distance. At night, within several miles of the site, bizarre aurora lights are seen dancing and playing above it to a height of close to a hundred feet.

If the heroes reach the Road of Time from the Grand Gallery of Bastion, they will emerge at the top of the Road, stepping out of the stone arch.

FEATURES OF THE ROAD OF TIME

The Road is essentially a spiral causeway that curves inwards, rising as it does so, forming a kind of paved conch shell-like hill in the middle of the Frozen Wastes. At the end of the Road, at the very top of the hill, is a stone

archway that usually does not appear to lead anywhere. The Road shares some qualities with the Silver Stair on Schallsea Island in that those who walk upon its ancient stones experience visions—sometimes prophetic, other times surreal and meaningless. These visions flash in and out of the minds of those who head toward the top, phantoms from out of time. Many wizards have sought out the Road because of these illuminations.

The causeway itself is 10 feet wide and the arch at the end is over 30 feet tall. When Solinari is in High Sanction, the road appears to shine brilliantly like polished silver. This and the Portal itself are the only magical traits left to the Road after the War of Souls.

GUARDIANS OF THE ROAD OF TIME

The Portal Guardians of the Road of Time manifest when anybody approaches the stone arch intending to use it as a portal to Bastion. Many creatures have reached this point without knowledge of or desire to explore Bastion, and the guardians have left them alone. The heroes are unlikely to fall into this category. Solinari has tasked two astral devas to guard the arch, and the angels are ever vigilant. They will not let the heroes pass without a fight, but if the heroes withdraw, the angels will not press after them.

☞ Astral devas: hp 102, see *Monster Manual*

BORDER REALM OF BASTION

Bastion is a place outside of the Mortal Realm, anchored in several places to Krynn, yet existing in a pocket dimension of sorts in the Gray. It was created by the Conclave of the Orders of High Sorcery, the third of its kind to be created after the failure of the first two. In the current era, the Orders believe it is lost, although a small group of individuals are quite aware of it. One of these is Gellidus, who has dispatched one of his Whitescale Society leaders to the Border Realm in order to secure its power. This leader is Lord Knight Theo Drawde, the highest-ranking Thorn Knight in the Age of Mortals. Drawde has chosen a select group of elite Dark Knights and entered Bastion at the portal of Daltigoth. Unknown to either Drawde or Frost, however, the theft of Krynn by Takhisis at the conclusion of the Chaos War had unexpected consequences, and now Bastion is infested with a deadly alien race of outsiders, once loyal to the Queen of Darkness, preparing to swarm into the Mortal Realm.

HISTORY OF BASTION

The history of Bastion begins with the Lost Citadel. At the close of the Second Dragon War, the three elven mages who united to defeat the dragons with wild magic overestimated their powers and created the magestorms that devastated much of Krynn. Fleeing retribution, the sorcerers closed themselves up in a tower and appealed to the Gods of Magic. The Moon Gods removed the tower from the Mortal Realm and placed it deep in the Gray, close to the Gate of Souls. Here, the elves were taught the Foundations of Magic, becoming the first wizards. The Lost Citadel, as the tower was known, became a storehouse of magical knowledge, a place no uninitiated mortal was

permitted to go, its location a trusted secret of the newly-founded Orders of High Sorcery.

In the last days of the Age of Might, on the so-called Night of Doom, the Lost Citadel was brought close to Krynn to allow the gods to call away their true clerics. The Cataclysm brought great destruction to Krynn, ushering in the Age of Despair. Hundreds of years later, a renegade wizard named Belize set out to assault the Lost Citadel from its physical anchor on Krynn, the pillars of Stonecliff. In a time of suspicion and persecution, the Orders could not allow one of their number, especially a renegade, to access the Lost Citadel. Once Belize was thwarted, the Orders created the first Bastion as an obstacle to further attempts to enter the Citadel by intruders, and the pillars of Stonecliff were destroyed by the Gods of Magic.

Although Bastion served as a defense against unwanted intrusion, it was unfortunately not capable of withstanding a major assault or a concerted effort by a wizard with sufficient inside knowledge of its defenses. The renegade mage Lyim Rhistadt succeeded in breaching the gateway to the Lost Citadel from Bastion, and in retaliation, the Gods of Magic destroyed the fortress, once again sealing the Lost Citadel off from the Mortal Realm. The heads of the Conclave, the Council of Three, built a second Bastion with the lessons of the first firmly in their minds. This time, the fortress remained on the material plane, nestled in a secluded location among the Khalkists.

The second Bastion remained in place for many years, serving as a watchtower for incidents of uncontrolled magic or threats to the Art. It was from Bastion that Par-Salian sensed the imminent threat of the Dragonarmies, which led to the Test of Raistlin Majere and the consequences of that decision. Despite this period of relative unity, however, the Orders were fractured by the alliance of Nuitari's Black Robe mages with Takhisis; without a shared investment, Bastion proved fruitless in the War of the Lance, and a assault by Dragon Emperor Ariakas resulted in the Khalkist location's destruction.

The mages were unable to draw upon common resources again until years after the Blue Lady's War and the attempt by Raistlin Majere to become a god. With full knowledge of the need to monitor Krynn from a safer location, the new heads of the Conclave—Justarius, Dunbar Mastersmate, and Dalamar the Dark—ordered a third and final Bastion constructed from the remains of the first, located in a Border Realm accessible only from various points across Ansalon. Little more than a nexus of gateways, the new and unfinished Bastion was used only once to allow the Orders to make a strike upon Storm Keep and attempt to put an end to the growing threat of the Thorn Knights. This was a failure, and the Orders were unable to properly complete Bastion before the Chaos War struck and Takhisis stole the world.

Palin and the other members of the Orders who survived the loss of magic thought Bastion was gone forever. In truth, it moved with Krynn, dragged through the Gate of Souls and across the Ethereal Sea. It acted like an extradimensional net, trawling bizarre otherplanar beings and creatures into its rooms and halls. While the

KNOWLEDGE OF BASTION

THE following table shows the results of an applicable Knowledge (arcana) check as it relates to Bastion. Wizards of High Sorcery gain a +2 circumstance bonus

on these checks in addition to the competence bonus they gain from their arcane research class feature.

DC	Results
10	Bastion is just a legend told to apprentices in the Orders to make them believe there is grandeur and nobility in being a wizard, that wizards are defenders of magic.
15	Bastion is more than a legend; it was a real place, destroyed in some conflict hidden from mortal history. Only the Conclave knows about its existence.
20	There were at least two Bastions built—one in the Shadow Plane, a second in the Khalkist Mountains after the first was destroyed. The second did not survive the War of the Lance.
25	A third Bastion was built in secret by the mages and was instrumental in the initial strike against the Knights of Takhisis. Located in a Border Realm, or pocket dimension, it was lost along with many other realms when the world was moved by Takhisis.
30+	Bastion still exists, and there are ways to get into it. One needs a map or somebody who knows the location of a portal. If somebody can reclaim Bastion, much as the Dragons' Graveyard was reclaimed, it could be used in the battle against Frost.

mortals of Krynn fought against the One God in the War of Souls, Bastion was becoming home to a colony of insectile outsiders known as xill. The return of the Gods of Magic flooded Bastion with renewed power. Curious sorcerers, wizards, and other individuals stumbled into Bastion and became captives of the xill. Now, even as Gellidus seeks lost Bastion for its power, Warlock-Priest Ixmir prepares his xill army for an invasion of Krynn.

PROPERTIES OF BASTION

Bastion possesses a number of unique properties that will affect the heroes' progress in the Border Realm. The following details describe these properties and the traits associated with the wizards' lost fortress.

COMPOSITION

Bastion is a series of interlaced arcane constructs tied together and made to resemble a fortress or castle from the inside. Although it can look and feel quite real, it is not. Walls, floors, doors, ceilings, and other features are conjured up from ethereal matter and are impervious to most physical damage. Essentially, Bastion is composed of force, similar to that summoned by a *wall of force*. Only those attuned to the Heart of Magic (described in the "Heart of Magic" section) may pass through these barriers, using spells such as *ethereal jaunt* or *teleport*. All other visitors to Bastion will find such magic is useless.

SITE LAYOUT

Bastion consists of two primary zones, the Outer Coronet and the Inner Coronet, with the Grand Gallery and Heart of Magic forming two smaller independent zones. The

entire structure floats in the Gray, specifically the Ethereal Plane, which to the mortal eye looks like a vast shifting expanse of gray stormclouds awash with shadows and bright ribbons of light.

The candlelit Grand Gallery is a circular structure, much like a pagoda, with many windows looking out into the Gray. It floats above the Outer Coronet, which resembles a ring of interconnected buildings, with three spokes known as the Ternions leading inwards toward the center. Each Ternion is assigned to one of the three Orders of High Sorcery. At the innermost end of each Ternion is a railed balcony, each of which looks across an empty expanse to the other two. When the proper conditions are met, the Inner Coronet can be brought into phase with the Outer Coronet, filling the empty space between the balconies and allowing access to Bastion's central keep.

The Inner Coronet contains private chambers intended for the heads of the three Orders, an eldritch garden known as Lyim's Grove, a room that taps into various elemental and transitive planes for deeper research, a room for the storage of dangerous or controversial magic, and a central council chamber. This chamber lies above the Heart of Magic itself, a locus of power that channels arcane energy to the entire Bastion and is the core of the fortress. The council chamber has been converted into the xills' Great Nest and is therefore the stronghold of Warlock-Priest Ixmir. The Heart of Magic is also the location of the dragon skull sought by the heroes and Gilthanas.

PLANAR TRAITS

The Border Realm of Bastion has the following traits:

- Normal gravity except outside of the buildings that



- make up Bastion where there is no gravity.
- Divinely morphic. The Gods of Magic are able to change, alter, manipulate, or even destroy Bastion, but they would need a very good reason to do so.
 - Mildly lawful-aligned. Chaotic characters suffer a –2 penalty on all Charisma-based checks in the Border Realm of Bastion.
 - Limited Magic. As implied under “Composition,” magic from the Conjunction school is limited by the boundaries of each room or area in Bastion. Spells such as *dimension door* and *teleport* do not allow the caster to pass beyond the walls, floor, or ceiling of a room unless the caster is attuned to the Heart of Magic. Similarly, spells that call or summon creatures, or transport the caster and/or his allies outside of the Ethereal Plane, will fail unless the caster is attuned. Note that because the Border Realm of Bastion exists within the Ethereal Plane, spells such as *blink*, *etherealness*, and *ethereal jaunt* will initially fail unless the caster is attuned, in which case she may use the spell to shift “out of phase” with the area she is in, much as the xill are able to.

THE DARK KNIGHTS

Frost has dispatched an elite force of Dark Knights, former Knights of Neraka, to Bastion in order to secure the fortress for later use and uncover its secrets. Because Frost’s plans for his *skull totem* involve extraplanar energies, he believes that the more power he obtains, the more reliable his plans will be. He deduced the location of the portal in Daltigoth when Gilthanas stole the Bastion portal map from Shala Mer-Kane in Kalamán several weeks ago. Frost

contacted his chief Dark Knight ally, Lord Knight of the Thorn Theo Drawde, a member of Frost’s Whitescale Society. Drawde gathered together some of his trusted officers and specialists for the mission.

The following information outlines the Dark Knight NPCs in this chapter, including their infamous leader, Theo Drawde, the knight who brought sorcery to the Order of the Thorn.

LORD KNIGHT THEO DRAWDE, LORD OF THE THORN

At six feet six inches tall, with brown eyes and a meticulously trimmed black beard, Lord Knight Theo Drawde (LE male civilized human fighter 5/Knight of the Lily 1/sorcerer 4/Knight of the Thorn 10) is an imposing figure. He possesses great physical strength and clarity of wit. As the head of the Order of the Thorn, Drawde is responsible for the constant maintenance of that Order’s physical and mental regimen and commitment to the mastery of sorcery.

Although he began his service with the Dark Knights as a Knight of the Lily, Drawde swiftly rose to the head of the Thorn Knights when he introduced sorcery to the knighthood, thanks to the Shadow Sorcerer. Because he was orphaned during the Dragon Purge, Drawde despises dragons, and his alliance with Frost is a dangerous gambit which he expects to end with Frost’s failure and his Order’s dominance of magic on Ansalon. To that end, Theo has volunteered to spearhead numerous quests to acquire magical power sources for Frost, knowing that it gives him an opportunity to secure a power base of his own in the process.

KNOWLEDGE OF DRAWDE’S DARK KNIGHT FACTION

THE following table shows the results of an applicable Knowledge (local) or Knowledge (nobility and royalty) check as it relates to Drawde’s faction of Dark

Knights. Heroes who are also Dark Knights will gain a +2 circumstance bonus to their checks.

DC	Results
10	Theo Drawde is Lord Knight of the Order of the Thorn, and considered a ruthless tactician.
15	Drawde was never part of Mina’s army in the War of Souls. He spent years trying to locate the Tower of High Sorcery in Wayreth and is famous for his hatred of dragons.
20	Drawde’s faction consists of loyal friends, associates, and officers who support the Lord Knight’s candidacy for supremacy in the west. They are all skilled at hunting mages.
25	Drawde is rumored to have formed an alliance with Frost, which seems out of character given the fact that his parents were killed by dragons during the Dragon Purge. He must have good reasons to work for the White.
30+	Drawde’s elite unit of knights includes a Skull Knight monk, a Lily Knight deserter, and a fatherless dwarf from Port Balifor. Their actions in the past year have included the murder of numerous wizards and sorcerers.

Drawde has personally selected all of his officers. His most recent choice was Therol Stonesplitter, a fatherless dwarf from Port Balifor; he is still not sure about this knight and has Sir Mordecai watching him for signs of trouble. Drawde trusts Mordecai completely, as the two knights were trained together as squires. Drawde recruited Lady Portia Gant from the ranks of the so-called Heart of the Dragon, a faction of fanatical monks created by Ariakan to promote discipline and unity. Lady Gant has proven to be a valuable asset thus far.

While Drawde's primary motivation is the securing of Bastion, his hidden goal is to locate a priceless artifact within its halls that he has heard only whispered rumors about: a *dragon orb* that summons good dragons. Even Frost is unaware such a thing exists, and Drawde has worked hard to keep this from the White at all costs.

LADY PORTIA GANT, KNIGHT OF THE SKULL

Slim and slightly-built, Lady Portia Gant (LE female civilized human monk 8/mystic 6/Knight of the Skull 2) was raised by the Heart of the Dragon, a small but dangerous sect of fanatics within the ranks of the Dark Knights who pursue physical perfection and discipline. Although she is not the typical Skull Knight, she is an exceptional unarmed combatant and very adept in the mystical talent of channeling. Drawde relies upon Portia's focus, and her loyalty to him is unquestioned. Her appearance is striking, for she is bald and her scalp has been tattooed with draconic symbols that extend to her neck and jawline. It has been said that she relies on her unsettling look when dealing with others.

SIR MORDECAI VOLGER, KNIGHT OF THE LILY

Sir Mordecai Volger (LE male civilized human fighter 10/Knight of the Lily 6) was a squire in the Order of the Lily alongside Lord Knight Theo Drawde. He matured into a broad-shouldered bull of a man, popular with his soldiers and ruthless in combat. Although Volger remained in the Order when Drawde left to command the Thorn Knights, the two men continued their friendship and supported each other through the troubled period following Mirielle Abrena's assassination and Targonne's rise to power. Sir Mordecai broke with his compgroup after the War of Souls, abandoning his post to join Drawde's personal faction in the west. Like Drawde, Mordecai has no fondness for dragons, but he knows a tactical choice when



he sees one. Sir Mordecai has been asked to keep an eye on the new recruit, Sir Therol Stonesplitter. Thus far, there has been nothing to report.

SIR THEROL STONESPLITTER, KNIGHT OF THE LILY

Sir Therol Stonesplitter (LN male hill dwarf ranger 10/fighter 2/Legion scout 4) is a spy, an agent of the Legion of Steel under deep cover in Theo Drawde's faction of Dark Knights. The burly, brown-haired Neidar dwarf has had to carry out terrible crimes, including the cold-blooded murder of two men, to prove himself to Drawde. He even shaved his own beard in order to emphasize his "fatherless" status. All of this has made him question

his true beliefs and his mission constantly, but he is as stubborn as a dwarf can be and resolute in his purpose. Therol hopes to uncover some secret that will allow him to aid in the defeat of Frost and the elimination of the threat of Dark Knights in Ansalon, but so far he has had no luck. He knows Sir Mordecai is watching him and feels he may have to arrange an "accident" at some point in the future in order to get him off his back.

RUNNING THE DARK KNIGHTS

This group's purpose in the adventure is to act as a foil for the heroes. They are, in effect, their dark mirror. If you have more than four player characters, consider adding enough members to Drawde's team to equal the number of players. While Theo Drawde himself is a 20th level character, his team is 16th level, so when adding another NPC Dark Knight, be sure to give them equivalent CR.

Drawde's team fights as a single unit when they are together. They take advantage of each other's strengths and work to compensate for their weaknesses. Because neither Drawde (CL 14th) nor Lady Portia (CL 7th) has a caster level as high as their character level, they tend to rely on a mixture of melee combat and spell support. Sir Mordecai will always defend Drawde at the expense of the other two. Sir Therol, as a double agent, will risk his life for the others but will ultimately turn on them if the situation becomes desperate.

Drawde will initially seek to join forces with the heroes. He does this in order to learn more about them, how they fight, and what their motives are. At any point he is prepared to turn this around for the benefit of his mission and, if he is rebuked, he will initially work against the heroes until another occasion where he can make the offer again. Sir Therol may decide to approach the heroes alone,

once he believes he can trust them, and let them know that Drawde is working for Frost and wants to claim Bastion for his own. After this point, the knights may become another opposition for the heroes in addition to the xill.

THE XILL

The xill are a race of quasi-reptilian insectile outsiders once devoted to Takhisis, whom they revered as the Hivemother. As a race, they exist by using other creatures as the incubators for their eggs, like parasites. Their society is based on the notion that all life exists to allow their own kind to survive. Xill rely on control, focus, and manipulation, and within their own race, they are prone to rigidly formed castes that seem incomprehensibly complex to non-xill. Magic is considered the greatest expression of control. Arcane and divine spell-using xill occupy the upper rung of xill society and work to enforce the spread of the xill through as many border realms, pocket dimensions, and worlds as possible.

When Takhisis stole Krynn, she abandoned the xill, but in the process of moving the world to its new location, a small nomadic group were swept up by Bastion and taken with it. This group feels they have endured a great trial and that the Hivemother chose them for a holy purpose. Even without the power of Takhisis backing him, the xill's Warlock-Priest Ixmir is certain that the world from which Bastion's creators originally came is the promised land of his people. As soon as he absorbs enough energy from the Heart of Magic, and enough of the new generation of xill warriors hatch from implanted eggs, Ixmir will lead his followers across the portals and into the mortal realm to conquer in the Hivemother's name.

WARLOCK-PRIEST IXMIR

Ixmir (LE male xill mystic 14 of Magic) is both priest and leader of the xill colony in Bastion. He is the only xill without eggs, having sacrificed his ability to reproduce in order to open his mind to the greater secrets of magic. Ixmir dresses in the sacred cassock that marks him as a Warlock-Priest of the Hivemother, but she no longer answers his prayers and has not done so for months. In her place, Ixmir has learned to tap into the Heart of Magic, channeling the power within to work miracles. He is fiercely protective of his abilities and will stop at nothing to achieve what he feels is his true purpose—the furtherance of his race through the harvesting of others.

Ixmir has a powerful weapon, a wicked-looking glaive that he constructed after his arrival in Bastion from a shaft of vallenwood that had been taken from the tree of Lyim Rhistadt (see "Lyim's Grove," in the Inner Coronet). Returning this wood to Lyim will constitute a minor mission goal for the heroes, so long as they can withstand the weapon while it is in Ixmir's hands.

KNIGHT-ASSASSIN CZIMIX

The mighty Czimix (LE male xill rogue 3/fighter 2/assassin 5) is Ixmir's Knight-Assassin and primary agent among the xill, bound by oath and rite to the Warlock-Priest. Czimix carries Ixmir's will to the others of his race and commands the warriors into battle. Ixmir has attuned Czimix to some degree to the power of the Heart of Magic, allowing the Knight-Assassin to wield minor magic. This pleases Czimix and makes him even more dependent on his master.

KNOWLEDGE OF THE XILL

THE following table shows the results of a Knowledge (the planes) or Knowledge (religion) check as it relates to the xill.

DC	Results
10	Legends of a six-limbed race of demons have been recorded in some of the oldest recorded texts attributed to Takhisis. No physical evidence of these creatures has ever been found.
15	Beyond the Mortal Realm, other worlds are said to exist. Strange and alien, their inhabitants worship bizarre aspects of the gods and have no knowledge of elves, ogres, or humans.
20	Mages who have ventured outside of the Mortal Realm and lived to record their travels have claimed that, in many of these so-called Border Realms, whole civilizations have been wiped out by a race known only as the xill. Many of these mages returned mad.
25	During the Age of Dreams, an ogre priest of Takhisis received a vision of a sea of red-scaled limbs, segmented eyes, and vicious swords. His apocalyptic account of this vision was hailed by many dark pilgrims as prophetic, by others as an excess of wyrdroot and wine.
30+	Although the race known as the xill have never been seen in any sizeable group on Krynn, individuals occasionally appear in the midst of large summonings or rituals by both priests of Takhisis and Black Robe mages. Speaking only the tongue of the Abyss, they flee once they are seen, lost to the winds of the Gray.



BATTLE-DANCER ZIRIC

Battle-Dancer Ziric (LE male xill monk 6/sorcerer 4) leads a small cadre of xill, embracing a complex martial art tradition that only a creature with four arms can master. His position was granted to him by Ixmir and, like Knight-Assassin Czimix, he has been attuned to the Heart of Magic such that he is able to weave spells together with his dance. Ziric has many eggs already implanted in victims in the Great Nest and is therefore reluctant to leave the Nest for long periods. Threats to the Nest will almost always draw Ziric away from a battle, even to the point of forcing him into reckless behavior to protect the hosts of his eggs. Other xill know better than to keep a parent from his unborn children.

RUNNING THE XILL

The xill are utterly alien, but they are lawful creatures and depend on focus, planning, and order. When they act, they act in unison, almost as if they were capable of shared thought. In actuality, it is simply drilled into them from constant practice and ritual behavior. The goal of any single xill warrior is the furtherance of his species. The goal of a group of xill is the same, only woven together with specific tasks designed to achieve this goal. A group of four xill works to flank targets, using the Tumble skill to position each other for the greatest effect. Paralyzed victims are dragged away to the Great Nest or the nearest isolated area, where the xill either implants his eggs himself or readies the victim for another xill.

There are two common xill archetypes present in the colony. The xill warrior is a xill fighter 4 (CR 10), usually armed with short swords. The xill battle-dancer is a xill monk 3/sorcerer 1 (CR 10), usually armed with kamas. These two castes never fight in mixed groups; if forced to fight in the same areas, they will never engage the same enemies. This can be exploited by clever heroes, especially in the Great Nest. Unique or named xill, such as Ixmir or Czimix, are not restricted in this way—they may fight alongside any other xill caste.

THE GRAND GALLERY

The Grand Gallery is the first area any visitor to Bastion will see, and it serves as the nexus for all of Bastion's portals to and from the Mortal Realm. It is the stage for the first act in the chapter, which unfolds as the heroes step through one of the portals (from the Lyceum, the Last Tower, the Tower of Magus, the Ruins of the Tower of High Sorcery, or the Road of Time) and get their first view of the Border Realm.

FEATURES OF THE GRAND GALLERY

The Gallery is a large, circular structure created with the appearance of marble and polished wood. It is three stories high with an open central atrium. Sweeping staircases lead to the second and third floors, which are wide-railed balconies or galleries running around the inside walls of the atrium. At the top of the atrium, a magnificent painted plaster ceiling features a mural of the three gods of magic in somewhat idealized human aspects. Three stained glass

skylights form images of the three moons borne aloft by the mural's figures.

Dozens of framed paintings hang on the walls of the Grand Gallery, some of which are lit by the radiant glow of magical lamps that hover here and there as if suspended by invisible threads. The light shifts from soft white to a crimson glow, then to an oddly luminescent darkness in which certain paintings remain lit, or at least traced out, in disturbing violets and blues. Those portraits that are illuminated are the ones which are currently active portals; as such, only five are lit. A 20 ft. radius around each active portal is lit as if by a light spell; outside of these areas, the Grand Gallery is considered to be lit by shadowy illumination.

On the lowest level, equidistant from each other around the base of the stairs, are three circular marble platforms 10 feet in diameter and 6 inches high. Each is fashioned from a different color of marble: red, white, and black. The platforms have magical symbols and glyphs etched into the surface, forming a complex array of arcane power. A DC 25 Knowledge (arcana) check reveals that they are also portals, each keyed to a different location. Each radiates Strong conjuration (teleport) magic. If a character stands on a platform and waits for two rounds (12 seconds), the inscriptions underfoot will become limned in bright light, and the character will disappear in a column of radiance, reappearing in the Antechamber of the appropriate Ternion in the Outer Coronet. No use of prepared spells or spell slots is required.

As noted above, there are only five portals active at this time, leading to the five portal locations described at the beginning of this chapter. Using a portal from the Grand Gallery requires a full round action and the same use of prepared spells or spell slots as it does to open it on the other side. Heroes attempting to use a portal in the Grand Gallery provoke attacks of opportunity and will require Concentration checks (DC 15+spell level) to avoid failure, just as if they were casting a spell.

SCENES IN THE GRAND GALLERY

These scenes are triggered by specific events, the first by the heroes' arrival in the Grand Gallery for the first time, and the second when the heroes return here having attuned to the Heart of Magic. Other encounters are also possible depending on how the chapter unfolds for the heroes.

SCENE: AN UNEXPECTED RESCUE [EL 17]

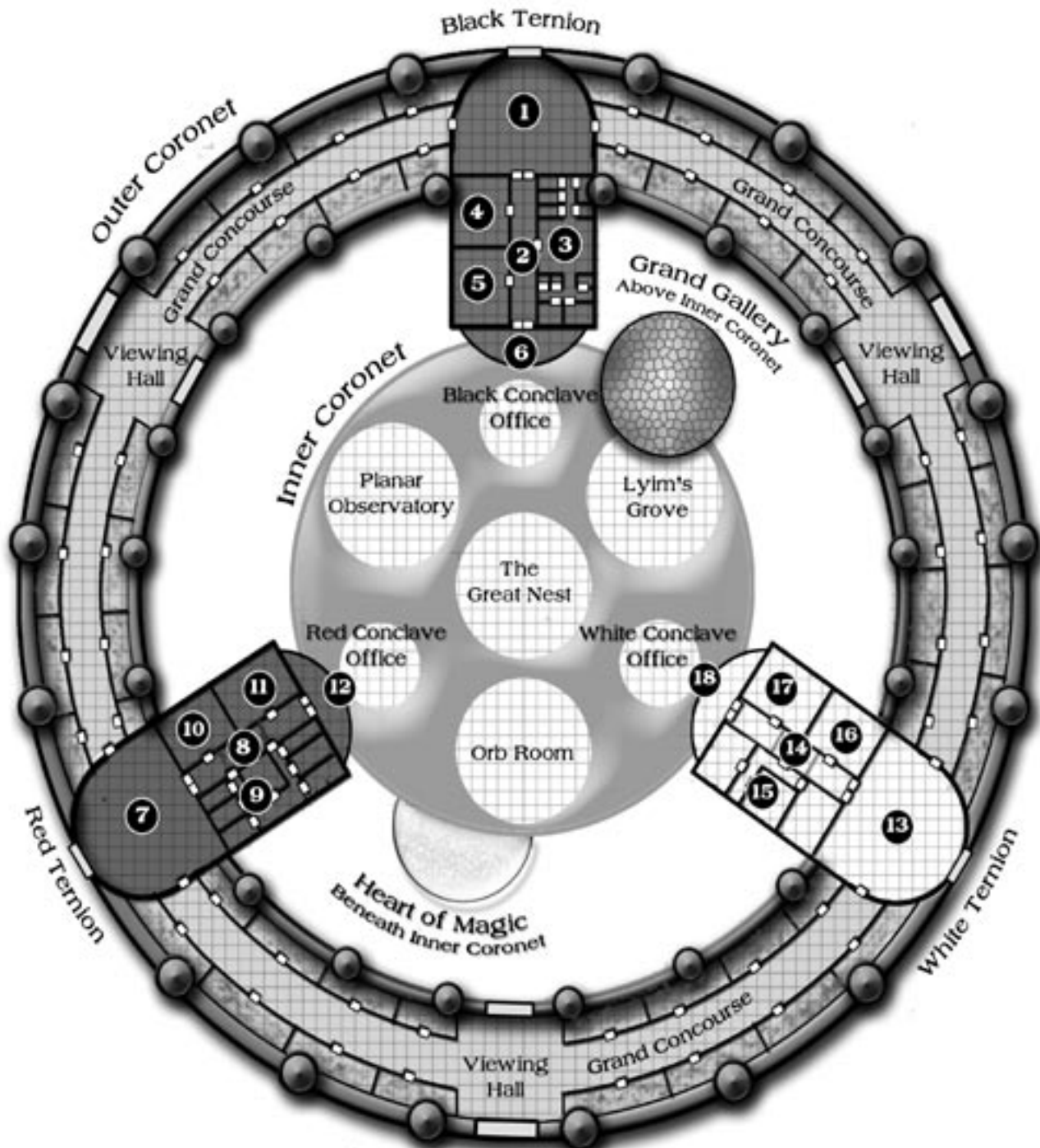
When the heroes pass through the portal to Bastion for the first time, they emerge with their backs to the portrait in the Grand Gallery that matches the location they left behind.

Read or paraphrase the following:

On the other side of the portal, you step into an atmosphere of refined stillness. Soft light bathes polished wood and cool marble. Shadows gather in corners and under ribbed vaults, providing contrast. Painted

Bastion

1 square = 10 ft.

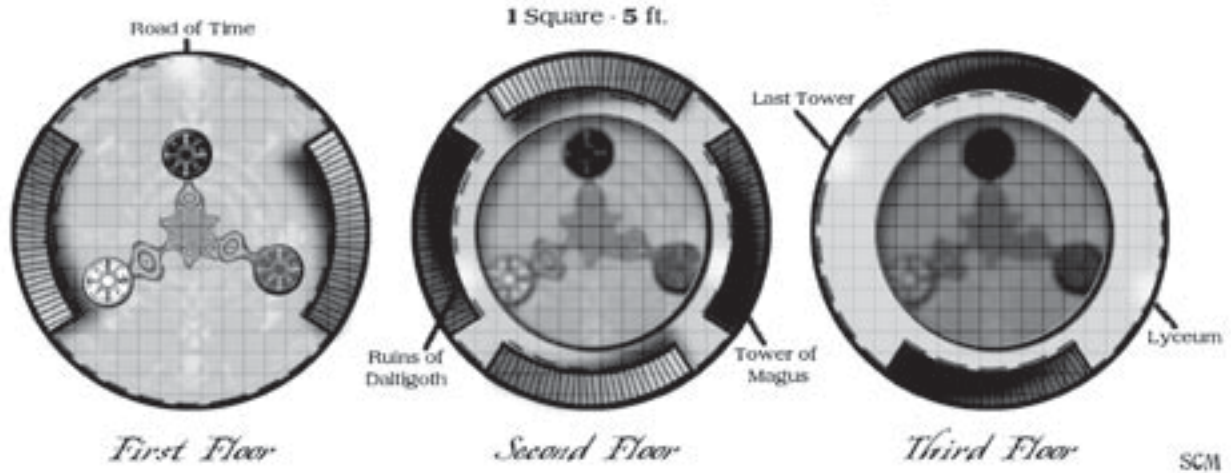


1. Black Antechamber
2. Black Concourse
3. Residence Hall
4. Black Library
5. Opificina Angomera
6. Balcony of Nultari
7. Red Antechamber
8. Red Concourse
9. Residence Hall

10. Red Library
11. Opificina Lunalea
12. Balcony of Lunitari
13. White Antechamber
14. White Concourse
15. Residence Hall
16. White Library
17. Opificina Solalea
18. Balcony of Solinari

SCM

The Grand Gallery



landscapes cover the walls, obscured from sight by shrouds of gloom where the light does not reach. Flights of stairs, an open atrium, and windows into a starless night offer more immediate clues. You are in some sort of museum or gallery, and a slow dawning realization that you are very far from where you were works its way into your consciousness. That and a bizarre clicking

sound like clawed feet on hardwood floors...
...dozens and dozens of clawed feet.

The Situation: The heroes are in the Grand Gallery at the appropriate painting (based on their origin point). They are not alone, however, for Ixmire has dispatched a gang of his followers to the Grand Gallery in order to intercept any “intruders” to Bastion.

Creatures: Twelve xill warriors are in the Grand Gallery with the heroes, divided into six pairs. As soon as the heroes move or take an action, the xill attack.

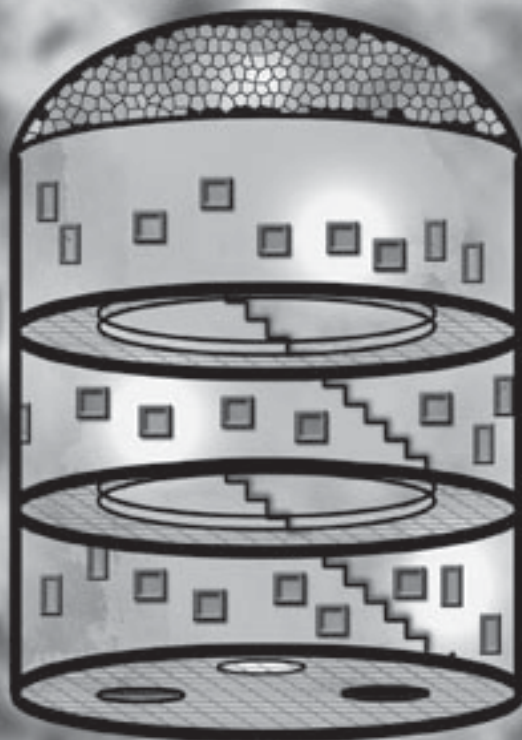
☞ Xill warriors (12): hp 80, see page 308

Tactics: The xill remain in the shadows (granting them concealment) when possible, striking at targets standing in the well-lit areas. Each pair of xill attempts to flank a target, delivering as much damage as possible and using Tumble to avoid attacks of opportunity. Heroes who seem to be spellcasters or are obviously using magic will be attacked before others. The xill do not speak, although their insect-like mouths clack incessantly.

Development: After two rounds against the xill, Theo Drawde’s Dark Knights will arrive from the circular marble portals on the lowest level (specifically the Black Ternion portal). Their order in the initiative round should be randomly determined. When their turn comes up, the Dark Knights rush in and join the fight against the xill, aiding the heroes. If, during the battle, any of the player characters call out to the Dark Knights, they will be answered with a quick salute or gesture of solidarity from Sir Mordecai or Sir Therol.

If the heroes dispatch the xill before the Dark Knights arrive, which is certainly possible, the knights will arrive as the heroes finish off the creatures. Theo Drawde will indicate the

Grand Gallery Cross Section



bodies with a nod and express his admiration for the heroes' skill. Otherwise, once the combined efforts of the heroes and the Dark Knights take care of the xill force, Drawde groups his officers around him and greets the heroes.

Drawde informs the party that his knights stumbled upon the portal to Bastion in Daltigoth and made the crossing six hours ago, after two days of studying it. He says he has been working to eradicate the "red demons" which attacked not long after his knights used the circular portals to travel to the "hall of the Black Robes" (the Black Ternion). He inquires as to the origins of the heroes, then offers to work together. A DC 15 Sense Motive check informs the heroes that Drawde is telling the truth and is quite sincere; his request for cooperation seems genuine. If asked about Frost, Drawde shrugs and says that, yes, his knights have worked for the White indirectly in the past, but he has no love for dragons. Again, this is true, if missing a few vital facts.

If the heroes attack the Dark Knights, or refuse to accompany them, Drawde and his group will make a strategic withdrawal to the Black Ternion portal and attempt to get away from the party. From that point on, the Dark Knights will be a thorn in the heroes' side (no pun intended), until the opportunity presents itself for another offer of truce.

Factions: Three factions are represented here: the Knights of Neraka, the Legion of Steel (Sir Therol Stonesplitter), and the Whitescale Society. Use the following as a guide for adjusting the heroes' faction ratings:

Heroes attack knights: -3 KN, -1 LS, -2 WS

Heroes do not help or assist injured or paralyzed knight: -2 KN, -1 LS, -1 WS

Heroes finish off xill before knights arrive: +1 KN, +1 LS, +0 WS

Heroes aid/support injured or paralyzed knight: +1 KN, +1 LS, +1 WS

Heroes finish off xill with knights' help: +2 KN, +1 LS, -1 WS

Experience Awards: If the heroes defeat the xill without assistance from the Dark Knights, they will earn full experience. If the Dark Knights join in and aid them, award 75% of the standard award for overcoming the xill rather than splitting the award between the heroes and the knights. Reduce this amount to 50% if the Dark Knights are the only characters who have any success in overcoming the xill. Take note of roleplaying in the part of the scene where Drawde makes his offer of cooperation. Lawful- or good-aligned heroes may give them the benefit of the doubt; chaotic-aligned heroes may be suspicious and refuse. Awards for appropriate roleplaying are highly recommended.

SCENE: LIGHT IN THE GALLERY [EL 18]

This scene occurs when the heroes return to the Grand Gallery after attuning themselves to the Heart of Magic and, presumably, defeating Ixmire and his xill. While defeat of the xill is not a requirement, this scene is not triggered

until the heroes have gained access to Bastion's arcane power source and earned the mantle of Sentinel.

As you appear once more in the Atrium of the Grand Gallery, there is a marked change in the atmosphere. Once a shadowy, dim chamber lit only here and there by glowing magical lamps, now the gallery is as bright as day. Every portrait, mural, or landscape on the walls is alive with radiant color. Each step on the staircase is edged in light, and every vaulted arch, cornice, and alcove is revealed. It appears as if the Grand Gallery has awoken from a long and troubled sleep.

The Situation: Now that the heroes have become attuned, they are considered Sentinels of Bastion and thus the Grand Gallery responds appropriately. The Gallery's portals are all active, which means the heroes are capable of using Bastion to transport themselves to hundreds of locations across Ansalon without using prepared spells or spell slots to open the portals. In order to leave, however, they have one more trial to face. Now that Bastion is fully awakened, many of the secondary magical defenses that should ordinarily be in place have been restored. During the time they were inactive, and with the Border Realm exposed to aberrant energies during Kryn's passage through the Ethereal Sea, a handful of these defenses were rendered malignant. The Grand Gallery's eldritch emissary, once a helpful guide to the many portals available to the Sentinels and other wizards, has gone mad.

Creatures: The crazed eldritch emissary of the Grand Gallery, Ichebelya (CN female eldritch emissary lillend bard 9) manifests upon the 2nd-floor stair landing in the middle of the atrium. Her madness causes her to attack anyone who attempts to use one of the portals. She cannot be reasoned with, although certain measures the heroes may take can defuse the situation.

☞ **Ichebelya, Eldritch Emissary of the Grand Gallery:** hp 104, see page 302

Tactics: Ichebelya first attacks by casting spells at the heroes, chiefly *song of discord* or *shadow evocation* versions of *ice storm* or *lightning bolt*. She then uses her +4 *seeking composite longbow* and, if any character closes for melee, she makes use of her tail slap to deal with them. Her ability to *dimension door* allows her to flee to another part of the room if she is surrounded or outnumbered, but Ichebelya cannot leave the Grand Gallery. Because she looks plainly maddened, a DC 20 Sense Motive check will not reveal much more than that, although divinations that determine the nature of a target will inform the heroes that she is a manifestation of this room. Spells such as *calm emotions*, if they can penetrate her spell resistance, will have a noticeable effect, and she will be responsive to Diplomacy checks (her initial attitude is Hostile).

Development: If the heroes defeat Ichebelya in combat, her form disperses and retreats back into the walls of the

Grand Gallery. When she reforms an hour later, she will have regained a sense of composure, but the heroes will need to bring her around with social skills and reassurance before she will assist them. If the heroes were able to calm her down during the battle and alter her attitude to at least Friendly, Ichebelya will gladly assist them in using the Grand Gallery's additional portal features.

As Sentinels attuned to the Heart of Magic, the heroes no longer need to use prepared spells or spell slots to activate the portals to Krynn or back to Bastion. In addition, they may make use of other portals to the Mortal Realm with Ichebelya's help. A portal may be opened to any location on Ansalon the heroes are familiar with and which is not blocked or impeded by *antimagic*, abjuration spells, or other effects. The Grand Gallery cannot open a portal to the Rimeberg, Frost's icy citadel in the Gale, for example, but it could open one to the city of Sanction, the island of Schallsea, or even Pashin. Once opened, a portrait takes on the image of that location and a portal of some kind is created in the target location (often in place of a door, an archway, a mirror, or some other opening or surface). Preparing a portal takes one hour and requires a donor spellcaster (not Ichebelya) to cast two spells of different schools that will form the keys to the portal. Success depends on the lowest level of spell cast, just as with the activation of a portal (6th level 25%, 7th level 50%, 8th level 75%, 9th level 100%), but once opened, the heroes may use the portal without further restriction. Active portals can be rendered inactive at the direction of an attuned character. The maximum number of additional portals that may be opened depends on the number of Sentinels currently active to a limit of five. Thus, at any one time, ten portals might exist to Krynn from Bastion.

Factions: This event has no immediate faction benefit, although it is possible that if the heroes are still allied with Drawde's faction or Therol Stonesplitter, their rating with the Dark Knights or Legion of Steel may be improved by +1 with a promise that those factions might make use of Bastion.

Experience Awards: Overcoming Ichebelya, in combat or by calming her down, should earn the heroes full experience points for a CR 18 encounter. Finally activating the Grand Gallery for use by the heroes in their campaign against Frost should also count as a minor party mission goal.

OUTER CORONET

The Outer Coronet is a ring of rooms connected by hallways with three major concourses, known as the Ternions, extending inward from it at three points. The points at which the Ternions may be accessed are the three Antechambers, one for each Order of High Sorcery. Between the Antechambers, the Outer Coronet hallways lead to smaller rooms, offices, sitting rooms, and fairly non-descript chambers with little to no furnishings. The Orders did not have time to properly establish a presence in the Outer Coronet, concentrating mainly on the Ternions and the Inner Coronet rooms. None of the rooms along the Outer Coronet are locked or sealed. One

of them, near the Black Antechamber, has been used in the past few hours by Drawde and his team. Others show signs of past intrusion and search by unknown agencies (the xill).

Unless otherwise specified, all areas in the Outer Coronet and Ternions are lit with light equivalent to torchlight.

RANDOM ENCOUNTERS

The chance of a random encounter within the Outer Coronet and Ternions is 10% per hour. Because most of these encounters are with plane-shifting or ethereal opponents capable of appearing anywhere, even heroes who barricade themselves in a side room off the Outer Coronet might be disturbed during a period of rest by such an encounter. Encounter distance varies but is usually short; random encounters typically show up in the room the heroes are in or 2d4x10 feet away along a hallway. Statistics for devourers may be found in the *Monster Manual*. Other encounters are described below:

Advanced Phase Spiders: These truly monstrous creatures (advanced 8 HD phase spider rogue 5, CR 11) are from the same clutch of phase spider eggs as those in the Red Ternion (described later in this chapter). They prowl

d%	Encounter	Average EL
01-20	Ethereal vortex!	11
21-40	Xill battle-dancer gang (1d4+2)	15
41-60	Xill warrior gang (1d4+2)	15
61-80	Advanced phase spiders 1d4+2	15
81-00	Devourers 1d3+1	14

the Outer Coronet, moving in and out of phase with the structure in an attempt to find lesser ethereal inhabitants to eat. Occasionally, they will set upon a gang of xill, who have taken to avoiding phase spiders for the most part. Clever heroes who encounter a phase spider pack while fleeing or facing off a xill gang will soon learn that the xill prefer to flee rather than deal with the spiders.

☞ **Advanced phase spiders (3-6):** hp 99, see page 307

Ethereal Vortex! The Gray is prone to violent storms of energy and force that pass through anything floating in the ether and cause significant damage. When Bastion is properly awakened in the Heart of Magic, these storms will be a thing of the past, but while the xill infest the extradimensional mage-fortress, the risk of being stricken by an ethereal vortex remains. Treat an ethereal vortex as a tornado (see the "Winds" section under "Weather" in Chapter 3 of the *Dungeon Master's Guide*) that lasts for 1d4 rounds in the area in which it is encountered before passing outside of Bastion and off into the Gray. Characters picked up and buffeted by the vortex have a 25% chance of being shifted out of phase with their surroundings and will be swept out with the vortex if they fail a DC 20 Will save. Success means they have willed themselves back into alignment with Bastion. Characters

swept into the Gray will not be seen again, unless the DM chooses to devise a side-trek or later encounter that deals with rescuing or locating the victim (see the “Lost in the Gray” sidebar).

Kill Battle-Dancer Gang: This gang is searching the Outer Coronet for items an ethereal vortex may have deposited during its passage through the hallways. Like most kill groups, they will respond to the heroes’ presence with violence, although if they surprise the heroes, they will attempt to follow them for a short time before making their attack.

☞ **Kill battle-dancers (3-6):** hp 56, see page 308

Kill Warrior Gang: This is a hunter gang of xill tasked to roam outside of the Great Nest and look for more intruders or visitors. They respond to the presence of the heroes with their typical aggressive behavior, but they will flee if reduced to a quarter or less of their hit points.

☞ **Kill warriors (3-6):** hp 80, see page 308

THE BLACK TERNION

The Black Ternion serves as living quarters and study area for Black Robe mages when they are in residence at Bastion. It consists of a single concourse, which extends from the Black Antechamber to the Balcony of Nuitari, lined with doors to additional rooms or chambers.

The following information summarizes important details about the areas of the Black Ternion that correspond to the Outer Coronet map. In addition to the usual traits of Bastion described under “Properties of Bastion,” the Black Ternion is mildly evil-aligned, so good-aligned creatures suffer a –2 circumstance penalty on Charisma-based checks. This does not stack with the circumstance penalty imposed by Bastion’s mild law-aligned trait.

OC1. BLACK ANTECHAMBER

This is a spacious room with wall and window treatments in a palette of dark colors: indigo, purple, and black. The furniture is uniform, made of lustrous ebony, completing an elegant if somber tone. One wall features a set of double doors inlaid with chips of obsidian that leads into the concourse proper. The walls on either side have smaller doors that lead out into the Outer Coronet ring. Great care has been taken to keep lighting to a minimum; dark glasswork has been set up around wall sconces; shadows are purposefully arranged.

Treasure: One item of furniture stands out in the Antechamber: a polished vallenwood coffee table. This is one of the pieces of Lyim (see “Lyim’s Grove,” in the Inner Coronet). Taking it back to Lyim will earn the heroes more information.

OC2. CONCOURSE

The Concourse of the Black Ternion is a hundred feet long and divided into thirds by two arches. Doors lead off the concourse to the Residence Hall (OC3), the Black Library (OC4), the Opificina Angomera (OC5), and a number of alcoves and supply rooms. At the very end of the concourse, another set of double doors opens onto the Balcony of Nuitari (OC6).

OC3. RESIDENCE HALL

The Order of Black Robes specified living quarters for its brother mages that feature ten individual rooms, all of which open into a single shared common room. Each private room has a floor mattress, bookshelf, an oil lamp, small table for meals, and a chest of drawers. The common room is furnished with two couches covered in black velvet, a low table, and six chairs. Skulls set into small niches in the walls provide a macabre accent to an otherwise mundane living space.

Creatures: The Black Robe mages who lived in this room were intensely private and not completely trusting of the other Sentinels. Weaving elaborate spells together with strands of the extraplanar substance of the Gray, they conjured up a number of guardians for their residence hall that still remain. One minute after the heroes enter this area, the skulls in the wall niches drift out of their sockets, and clouds of inky blackness coalesce around them. These shadowy guardians open and close their skeletal jaws, intoning “Begone! Begone!” in sepulchral voices.



☞ Dread wraiths (5): hp 104, see *Monster Manual*.

Tactics: The guardians spend the first round making threats, but on the second and subsequent rounds, they will swoop in and attack, seeking to drive the intruders out. One of the guardians will remain at the entrance to the private room that holds the Orb of Nuitari (see Treasures, below), while the others attempt to drain the life from the heroes. If one of the heroes is a Black Robe wizard, such a character may attempt an Intimidate check on the otherwise immune dread wraiths. Success will force the creature back to its wall niche. Turning the creatures will have the same effect.

Treasure: In one of the private rooms is a locked ironwood box approximately a foot square (hardness 8, 45 hp, Break DC 35, Open Lock DC 35, *arcane lock* CL 18th). Inside, wrapped in a black silk cloth, is the *Orb of Nuitari*. This *Orb*, together with the other two *Orbs* located in the other Ternions, provides access to the Inner Coronet when placed on the appropriate pedestal on each Ternion's balcony (see OC6, OC 12, and OC18).

OC4. BLACK LIBRARY

This is the academic library of the Black Robe wizards. When Bastion was built, a collection of texts dealing with the disciplines of Necromancy and Enchantment was assembled and shelved here. This library counts as a Tower's library for the purposes of a Black Robe Wizard of High Sorcery character's Tower Resources class feature. The volumes are stored on bookcases behind magically hardened glass doors (hardness 6, 50 hp, Break DC 25) and trapped with *symbols of insanity* triggered by any non-evil creature or a creature who has not passed the Test of High Sorcery (see below).

☞ *Symbol of insanity* trap: CR 9; magic device; spell trigger (non-evil, has not passed Test); automatic reset; spell effect (symbol of insanity, 18th-level wizard, Will DC 24 negates); Search DC 33; Disable Device DC 33.

Treasure: As well as the books themselves, this room contains a polished vallenwood lectern four feet in height. This is one of the pieces of Lyim (see "Lyim's Grove," in the Inner Coronet). Taking it back to Lyim will earn the heroes more information.

OC5. OPIFICINA ANGOMERA

This is the magical laboratory of the Black Robes, constructed to make the most use of the extraplanar nature of Bastion. The room is filled with tables, tripod-stands, basins, caskets, and other curios useful to those who practice the dark arts. The Opificina Angomera has specific traits that enhance spells from the Black Robes' favored schools; spells from the schools of necromancy or enchantment are Empowered and Extended within the laboratory. Because of the variety and quality of materials and tools in this room, it counts as a Tower's laboratory for the purposes of a Black Robe Wizard of High Sorcery character's Tower Resources class feature.

OC6. BALCONY OF NUITARI

This is a wide balcony with a wrought iron railing that appears to open directly out into the swirling void of the Gray. Hundreds of feet away, two other balconies are visible at the ends of the Red and White Ternions. The balcony railing is three feet high and has a gate set into it. Creatures that stand on the balcony are shielded from the Gray by an invisible *wall of force*. If the railing gate is opened, a Medium-sized hole in the *wall of force* is created, allowing access to the Gray itself, but entering the void is extremely risky (refer to the "Lost in the Gray" sidebar).

The only other feature of the balcony is a two-foot-tall pedestal with a bowl-shaped indentation in the top. The symbol of Nunitari, the black moon, is engraved in the indentation. If the *Orb of Nunitari* is brought from the Residence Hall (OC3) and placed on the pedestal, a shadowy outline manifests in the space between the three balconies. Once all three *Orbs* are placed on their respective balcony pedestals, the Inner Coronet will shift fully into phase with the Outer Coronet, and the railing gates will act as portals into Bastion's deeper sanctum.

THE RED TERNION

The Red Ternion serves as living quarters and study area for Red Robe mages when they are in residence at Bastion. It consists of a single concourse, which extends from the Red Antechamber to the Balcony of Lunitari, lined with doors to additional rooms or chambers.

The following information summarizes important details about the areas of the Red Ternion that correspond to the Outer Coronet map. Unlike the other two Ternions, the Red Ternion does not have an additional alignment trait.

OC7. RED ANTECHAMBER

The Order of Red Robes designed this room to unnerve and confuse, unsettling visitors with a wide spectrum of crimson hues from burgundy to palest pink. The walls feature dizzying patterns, the furniture does not match, and asymmetric rugs of varying thickness haphazardly cover the floor. A pair of flame-red doors with gold handles opens into the concourse proper; the doors to the right and left contrast in color and size. Even the light is unbalanced, with some areas of the room brightly lit and others barely so.

Treasure: Among the other mismatched pieces of furniture in this Antechamber is an ornate boot scraper beside one of the doors, fashioned from vallenwood and very useful for getting mud and dirt off one's boots. This is one of the pieces of Lyim (see "Lyim's Grove," in the Inner Coronet). Taking it back to Lyim will earn the heroes more information.

OC8. CONCOURSE [EL 15 OR 17]

This hallway is a hundred feet long and divided into thirds by two sets of heavy crimson curtains. Doorways lead off the concourse to the Residence Hall (OC9), the Red Library (OC10), the Opificina Lunaiea (OC11), and smaller, empty rooms. The Balcony of Lunitari (OC12)

may be reached through a set of double doors. In the middle of the hallway, between the two crimson curtains, is a thickly-webbed phase spider nest. The webs act similarly to the *web* spell, only they extend into multiple phased states, blocking ethereal and incorporeal movement. This includes that of the xill, who usually avoid the middle of the concourse.

Creatures: There are eight phase spiders (advanced 8 HD phase spider rogue 5, CR 11) in the Red Ternion. One rather plump specimen sits in the web, occupying a wide funnel-shaped tunnel. Three guard the “matron” spider’s immediate area, while four more roam the other rooms in the Red Ternion (including the Residence Hall, Library, and Opificina) looking for victims. They will run back to the nest in 1d3+3 rounds if a battle starts against the matron or her guards.

☞ **Advanced phase spiders (8):** hp 99, see page 307

Treasure: Previous victims have left behind a handful of useful items. A +2 *spell storing quarterstaff*, 3 *potions of restoration*, and a *headband of intellect* +4 are tightly webbed to the skeleton of a wizard. The skeleton of a rogue still wears a suit of +2 *improved cold resistance leather armor*. Both skeletons can be discovered with a DC 25 Search check.

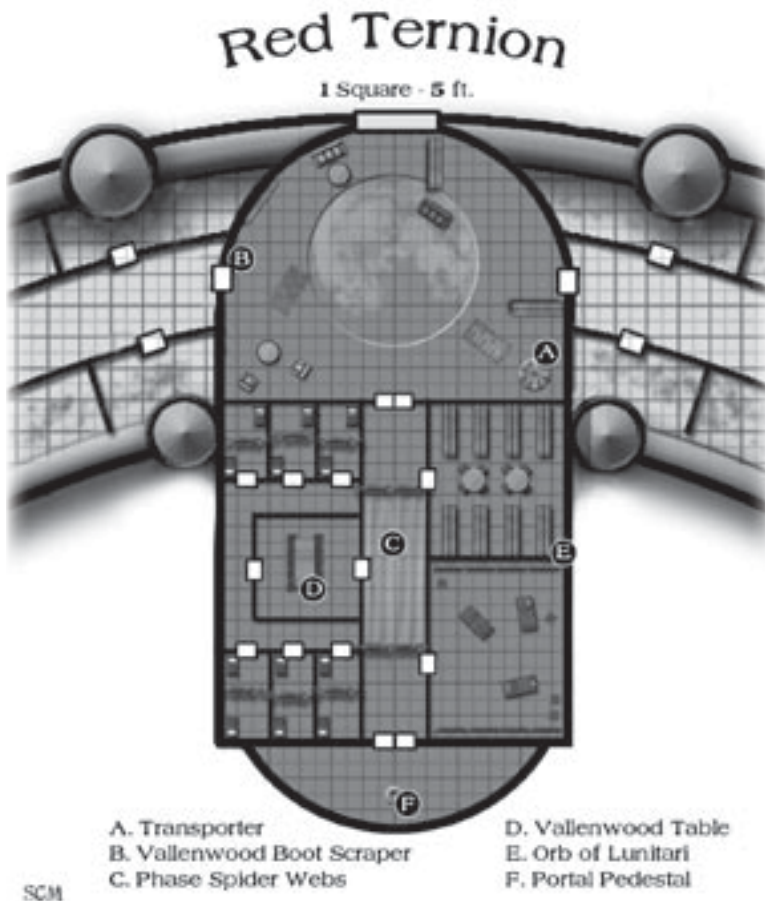
OC9. RESIDENCE HALL

The living quarters of the Red Robes consist of six double rooms connected by a horseshoe shaped hallway, which wraps around a central dining area. The dining area can be accessed from the hallway, also opening onto the concourse. Red décor is consistent throughout, chiefly in darker, muted tones in contrast to the Antechamber’s color scheme. Each bedchamber has two beds, two desks, a standing closet, and oil lamp. Curtains divide each room in half for modesty.

Treasure: The dining hall table, easily six feet long and four feet wide, is crafted from polished vallenwood. It can’t fit out through the doorways, but the legs can be removed, allowing for the tabletop and legs to be carried out separately. This is one of the pieces of Lyim (see “Lyim’s Grove,” in the Inner Coronet). Taking it back to Lyim will earn the heroes more information.

OC10. RED LIBRARY

This chamber serves as the Red Robe wizards’ specialized magical library. When Bastion was built, a collection of texts dealing with the disciplines of Illusion and Transmutation was assembled and shelved here. This library counts as a Tower’s library for the purposes of a Red Robe Wizard of High Sorcery character’s Tower Resources class feature. The volumes are stored on bookcases behind magically hardened glass doors (hardness 6, 50 hp, Break DC 25). A neutral-aligned character who has passed the Test of High Sorcery will see



the room as it is; other creatures are subject to the effects of a *screen* spell (CL 18th) that makes the bookshelves appear to be empty. In addition to the *screen* effect, the glass doors are trapped (see below), triggered by the same conditions as the illusion.

☞ **Scintillating pattern trap:** CR 9; spell; spell trigger (*detect good*, *detect evil*); spell effect (*scintillating pattern*, 18th-level wizard, no saving throw); Search DC 33; Disable Device DC 33.

Treasure: In one corner of the Red Library, concealed by the *screen* spell, is a locked cherrywood box approximately a foot square (hardness 4, 30 hp, Break DC 35, Open Lock DC 35, *arcane lock* CL 18th). Inside, wrapped in a red silk cloth, is the *Orb of Lunitari*. This *Orb*, together with the other two *Orbs* located in the other Ternions, provides access to the Inner Coronet when placed on the appropriate pedestal on each Ternion’s balcony (see OC6, OC 12, and OC18).

OC11. OPIFICINA LUNAIEA

The Order of Red Robes constructed this magical laboratory in Bastion in order to draw upon the Border Realm’s access to the Gray. Workbenches, desks, braziers, cauldrons, and assorted tools and implements are stored here. The Opificina Lunaiea has specific traits that enhance spells from the Red Robes’ favored schools; spells from the schools of illusion or transmutation are Empowered and Extended within the laboratory. Because of the variety and quality of materials and tools in this room, it counts as a

Tower's laboratory for the purposes of a Red Robe Wizard of High Sorcery character's Tower Resources class feature.

OC12. BALCONY OF LUNITARI

This is a wide balcony with a copper and brass railing that appears to open directly out into the swirling void of the Gray. Hundreds of feet away, two other balconies are visible at the ends of the Black and White Ternions. The balcony railing is three feet high and has a gate set into it. Creatures that stand on the balcony are shielded from the Gray by an invisible *wall of force*. If the railing gate is opened, a Medium-sized hole in the *wall of force* is created, allowing access to the Gray itself, but entering the void is extremely risky (refer to the "Lost in the Gray" sidebar).

The only other feature of the balcony is a two-foot-tall pedestal with a bowl-shaped indentation in the top. The symbol of Lunitari, the red moon, is engraved in the indentation. If the *Orb of Lunitari* is brought from the Red Library (OC10) and placed on the pedestal, a misty outline manifests in the space between the three balconies. Once all three *Orbs* are placed on their respective balcony pedestals, the Inner Coronet will shift fully into phase with the Outer Coronet, and the railing gates will act as portals into Bastion's deeper sanctum.

THE WHITE TERNION

The White Ternion serves as living quarters and study area for White Robe mages when they are in residence at Bastion. It consists of a single concourse, which extends from the White Antechamber to the Balcony of Solinari, lined with doors to additional rooms or chambers.

The following information summarizes important details about the areas of the White Ternion that correspond to the Outer Coronet map. In addition to the usual traits of Bastion described under "Properties of Bastion," the White Ternion is mildly good-aligned, so evil-aligned creatures suffer a -2 circumstance penalty on Charisma-based checks. This does not stack with the circumstance penalty imposed by Bastion's mild law-aligned trait.

OC13. WHITE ANTECHAMBER

Austerity and calm define the décor of this room. Plain white wooden tables, chairs, and cabinets stand in ordered arrangements on one half of the room, while the other half features a row of mirrors that give the room a sense of being even larger than it is. Large ivory-inlaid double doors lead to the concourse, flanked by white marble pillars. Smaller pillars stand on both sides of the doors that connect the antechamber to the Outer Coronet hallways. The light in the room is bright and clear, radiating from globes of purest white mounted on silver wall sconces.

Treasure: One of the more obvious pieces of furniture in this Antechamber is a polished

vallenwood cloak rack by the double doors that lead to the Concourse. This is one of the pieces of Lyim (see "Lyim's Grove," in the Inner Coronet). Taking it back to Lyim will earn the heroes more information.

OC14. CONCOURSE

The White Ternion's central hallway is one hundred feet long from one set of double doors to the other. In between, lacy-looking silver gates divide the concourse into thirds. Smaller white doors lead off the concourse to a number of utility rooms, as well as the Residence Hall (OC15), the White Library (OC16), and the Opificina Solaiea (OC17). On the other side of the innermost double doors is the Balcony of Solinari (OC18).

Creatures: Unless the heroes and Gilthanas are in this chapter together, there are no creatures present in the White Concourse. If the heroes are in Bastion at the same time as Gilthanas, this is where the heroes will meet him. The meeting may be tense for a moment, but Gilthanas will present both hands in a gesture of peace. Refer to *The Dragon and the Elflord* for details about this meeting.

OC15. RESIDENCE HALL

This area features two large rooms, one for men and one for women, each of which sleeps six. The rooms are connected by a short hallway that in turn connects to the concourse. At the other end of this hallway is the dining room, a cozy room with long wooden benches around a



communal table, several bookshelves, and a scroll rack. Each bedroom has been decorated with minimalist tastes. The resident mages would live, work, and sleep without ostentation or affluent furnishings.

Treasure: The scroll rack, which is four feet tall and three feet wide, is made from polished vallenwood. This is one of the pieces of Lyim (see “Lyim’s Grove,” in the Inner Coronet). Taking it back to Lyim will earn the heroes more information.

OC16. WHITE LIBRARY

This room is an academic library for the Order of White Robes. When Bastion was built, a collection of texts dealing with the disciplines of Abjuration and Divination was assembled and shelved here. This library counts as a Tower’s library for the purposes of a White Robe Wizard of High Sorcery character’s Tower Resources class feature. The volumes are stored on bookcases behind magically hardened glass doors (hardness 6, 50 hp, Break DC 25). In addition, the bookcases are protected by a modified *prismatic wall* effect (see below) triggered by any non-good character or a character who has not passed the Test of High Sorcery.

☞ **Prismatic wall trap:** CR 9; spell; spell trigger (non-good, has not passed Test); automatic reset (active for 180 minutes, then resets); spell effect (*prismatic wall*, 18th-level wizard, Fortitude, Reflex, or Will DC 22 half [varies]); Search DC 33; Disable Device DC 33.

OC17. OPIFICINA SOLAIEA [EL 15]

This chamber has been set aside for use by the White Robe mages as an arcane laboratory. It contains tables, stone basins filled with water, polished mirrors, implements for the construction of wards and circles of protection, and more. The Opificina Solaiea has specific traits that enhance spells from the White Robes’ favored schools; spells from the schools of abjuration or divination are Empowered and Extended within the laboratory. Because of the variety and quality of materials and tools in this room, it counts as a Tower’s laboratory for the purposes of a White Robe Wizard of High Sorcery character’s Tower Resources class feature.

Creatures: Four White Robe mages were involved in a very complicated research effort in the Opificina when Krynn was stolen by Takhisis. They had sealed a daemon warrior away in an *iron flask* and brought it to Bastion, hoping to study it and determine a means of fighting back against the forces of Chaos. The violent shift in Bastion’s planar location and the subsequent inundation of the fortress with extraplanar energies trapped the mages inside the *iron flask* with the daemon warrior and left remnants of the wizards in their place (advanced 15 HD remnants, CR 11), surging with chaotic power. The *iron flask* has been taken out of the room by xill and brought to Ixmír (see the Great Nest), but the wizards’ remnants are still present. They will attack anything that enters the room, looking like horrific white specters boiling with clouds of black and purple.

☞ **Advanced remnants (4):** hp 97, see page 307

Treasure: Sitting underneath a table is a locked white pine box approximately a foot square (hardness 4, 30 hp, Break DC 35, Open Lock DC 35, *arcane lock* CL 18th). Inside, wrapped in a white silk cloth, is the *Orb of Solinari*. This *Orb*, together with the other two *Orbs* located in the other Ternions, provides access to the Inner Coronet when placed on the appropriate pedestal on each Ternion’s balcony (see OC6, OC 12, and OC18).

OC18. BALCONY OF SOLINARI

This is a wide balcony with a platinum railing that appears to open directly out into the swirling void of the Gray. Hundreds of feet away, two other balconies are visible at the ends of the Black and Red Ternions. The balcony railing is three feet high and has a gate set into it. Creatures that stand on the balcony are shielded from the Gray by an invisible *wall of force*. If the railing gate is opened, a Medium-sized hole in the *wall of force* is created, allowing access to the Gray itself, but entering the void is extremely risky (refer to the “Lost in the Gray” sidebar).

The only other feature of the balcony is a two-foot-tall pedestal with a bowl-shaped indentation in the top. The symbol of Solinari, the white moon, is engraved in the indentation. If the *Orb of Solinari* is brought from the Opificina Solaiea (OC17) and placed on the pedestal, a shimmering outline manifests in the space between the three balconies. Once all three *Orbs* are placed on their respective balcony pedestals, the Inner Coronet will shift fully into phase with the Outer Coronet, and the railing gates will act as portals into Bastion’s deeper sanctum.

SCENES IN THE OUTER CORONET

The following two scenes occur when the heroes have acquired the first and then the third *Orbs* from the Ternions. The first takes place along the Outer Coronet hallways, either in one of the Antechambers or in the connecting chambers between them. The second takes place as soon as the heroes enter one of the Concourses of the Ternions after acquiring the third *Orb*. These scenes do not assume Drawde and his Dark Knights are with the heroes, but information is provided for that eventuality.

SCENE: ZIRIC’S RAID [EL 18]

This scene takes place once the heroes have acquired the first *Orb* and returned to an Antechamber or any of the connected chambers and hallways.

Read or paraphrase the following:

As your group moves along through the Outer Coronet, a momentary shiver in the air about you sets your senses on fire. Sliding into existence around you is a small army of the red-scaled xill, clicking and chattering furiously. This time, a larger specimen materializes with the group. A forest of vicious barbs and spines covers its shoulders and back, and its insect-like jaw opens wide to reveal a ghastly cluster of teeth. “Ziric!” rasp the xill around the leader. “Ziric! Ziric!”

The Situation: Battle-Dancer Ziric has been ordered to take a raiding party of his xill battle-dancers to attack the heroes. After their initial battle in the Grand Gallery and possible subsequent engagements, the xill are fully aware of the heroes' presence in "their" fortress. Ixmire wants them taken back to the Great Nest; if this is not possible, he wants the battle-dancers to steal as many magic items and artifacts as they can, then withdraw.

Creatures: Nine xill battle-dancers and Ziric make up the raiding party. They appear in a roughly circular spread, no less than 10 feet from each hero. This is a formidable force, but the heroes should be able to take care of themselves, especially if they have Drawde or Gilthanas aiding them.

Tactics: Ziric, with one of his xill battle-dancers, targets the largest and most well-armored hero. The other battle-dancers break up into four pairs, striking immediately at the other heroes. A favorite strategy is to flank the target, using Tumble to get into position; if this is not easily managed, the xill work to separate the heroes from each other and eliminate any party formation benefits. The xills' primary goal is the paralysis and kidnapping of one of the heroes. A secondary goal is the acquisition of one or more magic artifacts or items, although Ziric is the only xill with the ability to detect them with certainty.

☞ **Battle-Dancer Ziric:** hp 119, see page 302

☞ **Xill battle-dancers (9):** hp 56, see page 308

Development: If any of the heroes (or Dark Knights) are paralyzed and dragged away, they will be taken to the Great Nest by the xill. If one or more xill secure one of the heroes' artifacts or items, they too will withdraw to the Great Nest, taking the magic to Ixmire for inspection. Ziric and his battle-dancers will provide little additional information if captured, and the alien minds of these outsiders provide few details to characters using spells such as *detect thoughts*, other than images of Ixmire ordering them to attack.

Factions: This battle is worth a +1 bonus to the heroes' Knights of Neraka and/or Legion of Steel faction rating, depending on who takes part.

Experience Awards: Award full experience for defeating the xill, even if they flee. If Ziric is driven off, the next time the heroes encounter him, he will only be worth 50% of the standard award for his Challenge Rating.

SCENE: CHULCRIX ATTACK [EL 17]

This Scene takes place once the heroes have their third *Orb* and are passing through one of the Ternions, probably towards a balcony.

Read or paraphrase the following:

Once again, the hair on the back of your neck bristles. Alert for any sudden arrivals by the xill, you notice that the ambient lighting in the Concourse seems to dim slightly. For a moment, there is a complete absence of sound, then a terrific crash explodes all about you as the ceiling above is torn clear, and an enormous,

gaping maw streaming contrails of ethereal smoke plunges down for a second bite.

The Situation: One of the larger denizens of the Gray, a monstrous worm-like creature known as a chulcric, has happened upon Bastion and sensed the heroes within. The force-penetrating quality of the chulcric allows it to tear holes in the extraplanar substance of Bastion, and this one has opened a 10-ft. by 10-ft. section of the Ternion's room to the howling winds of the Gray. The heroes now must be concerned not only with the rapidly deteriorating condition of the Concourse, but the chulcric itself.

Creatures: Chulcrics are distant extraplanar relatives of purple worms, resembling enormous plump larvae or leeches with a gigantic sphincter-like mouth and a pair of segmented arms ending in pincers. They have the ability to travel without impediment through the Gray and draw in their prey with a cone of telekinesis, swallowing it whole. This chulcric, an average size specimen, is still almost a hundred feet long.

☞ **Chulcric:** hp 336, see page 266

Tactics: On the first round, the chulcric attempts to draw the heroes up into its mouth with its cone of telekinesis. If the heroes fail their saving throw against paralysis, they will be swallowed whole on the following round. After two rounds of this, the chulcric surges forward with its pincers to sever any remaining targets. If the creature has taken more than half of its hit points in damage, it backs away from Bastion. While the chulcric is blocking the hole in the Concourse, the atmosphere in the hallway will remain safe (if odiferous—the chulcric smells strongly of rotting meat), but once it pulls away, the heroes may be exposed directly to the Gray. See the "Lost in the Gray" sidebar for more details.

Development: If the heroes succeed in driving off the chulcric, it continues to drift around Bastion like a hungry shark, watching. When the heroes make their way to the three balconies and place the Orbs on the pedestals, they will see the chulcric undulating in the distance, its mouth opening and closing. If, on the other hand, the heroes kill the chulcric, its corpse floats out into the Gray and will not be seen again.

The heroes will need to deal with the hole in the roof of the Ternion in order to make passage through the hallway safe. Spells might be used to seal off the 10-ft by 10-ft hole, for instance, or the heroes may find a more mundane means of sealing it off. If they leave it how it is, they will need to make DC 22 Reflex saves every time they pass beneath it to avoid being sucked out into the void.

Factions: There are no factions in this scene, other than Drawde's Knights of Neraka and Sir Therol Stonesplitter's Legion of Steel. Activity, such as rescuing a knight from certain death, will provide a +1 bonus to the appropriate faction rating.

Experience Awards: Full experience should be awarded for overcoming the chulcric challenge. If encountered again, the chulcric is only worth 50% of the original award.

INNER CORONET

The Inner Coronet is composed of multiple circular chambers; each is assigned a specific role or purpose. Unlike the Outer Coronet, the Inner Coronet is connected, not by doors or hallways, but by portals that possess multiple destinations. The portals on the three Ternion balconies allow access to some of the Inner Coronet chambers when all three Orbs are placed on their pedestals and the Outer and Inner Coronet are in phase together.

There are two ways into the Inner Coronet from the Outer Coronet. The first is being kidnapped by xill, which is not the preferred method. Kidnapped characters are taken to the Great Nest, where they will later be impregnated with xill eggs and left to incubate them until they hatch (which is usually fatal). The second way is bringing the Inner Coronet into phase with the Outer Coronet by using the *Orbs*, and activating one of the balcony portals.

Balcony portals operate much like the others: give up a prepared spell or use up a spell slot of 6th level or higher, with the percentage chance of success based on the level of spell. In this case, the school of magic does not matter. Once activated, a portal can take the character to any one of the four “outer” rooms of the Inner Coronet. Which room the portal opens to is essentially random: on d6, 1-3 is the Conclave Offices, 4 is the Planar Observatory, 5 is Lyim’s Grove, and 6 is the Orb Room. Once the portals have been used at least once, a DC 30 Knowledge (the planes) or Use Magic Device skill check (with a +2 synergy bonus from 5 ranks in Knowledge [the planes]) informs the heroes how to subtly nudge the door to open into one room or another. Once the heroes are attuned to the Heart of Magic, the portals present no obstacle.

There are no random encounters in the Inner Coronet. All encounters are set, and Scenes are provided for handling the major incidents.

CONCLAVE OFFICES

This large circular area is devoted to the higher-ranking members of the Conclave of Wizards, a group known as the Council of Three. When Bastion was created for the third time, the Council consisted of White-robed Dunbar Mastersmate, Red-robed Justarius, and Black-robed Dalamar. The head of the three orders were given artistic representations on the walls, and they each had their own private study here in addition to the larger informal gathering place. Their studies don’t contain anything of use, other than the usual mundane items attributed to the “business” of magic, such as parchment, ink, minor components and reagents, and so on. Dunbar, Justarius, and Dalamar did not have long enough time in residence at Bastion to have left anything more significant.

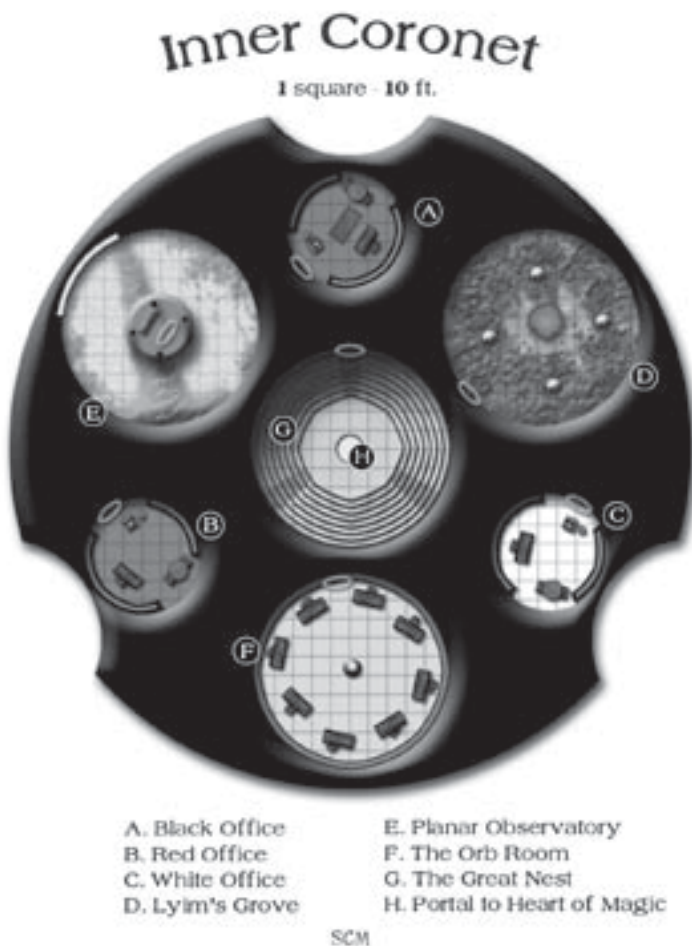
LYIM’S GROVE

This area is lush, temperate enclosed woodland, as if a section of forest had been transplanted from the Mortal Realm and set among the more functionary rooms of Bastion. From wall to wall, there are trees, bushes, shrubs, and undergrowth. Walkways lead past wild apple trees and beds of flowers from the portal, which takes the form of a wrought iron pergola. Creeping vines wind their way up the four immense pillars that support the high vaulted ceiling. Bright daylight emanates from an indistinct place above the grove, duplicating natural light twelve hours a day before dimming to shadow illumination for another twelve hours.

SCENE: THE STUMP OF LYIM

In the center of the woods is the stump of a vallenwood tree. A clearing around the stump extends for 15 feet with only clipped grass underfoot. This stump is what remains of the infamous renegade mage Lyim Rhistadt, who once sought to siphon all of the magic from the world of Kryn and become its master. Bram diThon, a sylvan mage, transformed Lyim into a tree at the Tower of Wayreth; Par-Salian arranged to have him shut away in his office forever. Nobody has heard of him since. In truth, Par-Salian intended for Lyim to face trial, but he became quite busy with the War of the Lance and put it out of his mind.

Years after Par-Salian’s death, the Lyim-tree was placed here by the Council of Three, who were unaware of its true nature and thought it was merely one of Par-Salian’s



WHAT DOES LYIM KNOW?

Lyim Rhistadt was one of the most dire threats to the Orders of High Sorcery in their history. A student of Belize, former head of the Order of Red Robes and later renegade, Lyim sought to do what his master could not and reach the Lost Citadel. He succeeded, only to be cast out and defeated. He later returned to threaten the Tower of Wayreth and all of wizardry, using the legendary *gauntlet of Ventyr* to drain the arcane power of magic. Now he's a reticent and anguished prisoner inside a tree stump. Use the following to guide a conversation with Lyim.

Who are you?

I am Lyim Rhistadt, the greatest enemy the Orders have ever known. I tried to destroy magic, and I failed. Now I am a tree.

What happened to you?

Par-Salian left me here and forgot about me. Some other wizards chopped me down and turned me into lumber. One of them was a carpenter. There are probably pieces of me all over Ansalon by now.

What do you know about Bastion?

I know everything about it. I heard them talk about it, heard them plan it, and heard them build it. I have

been here for years, felt it taken away. I know the Queen of Darkness did that, and I know that the Gods of Magic have found it again. I can feel them in my roots. The Heart of Magic is alive.

What is the Heart of Magic?

It powers Bastion. It's a conduit to the raw power of the Art. Attune yourself to it and you gain power over this place. All of the Sentinels did that. Of course, now they're all dead, dying, or doomed. It serves them right.

Who are the Sentinels?

Wizards who watch over magic and live here. Or did. Those fiends have taken over Bastion, and their leader has attuned himself to the Heart of Magic. I think he's using the Sentinels as hosts for his eggs. Ha!

How can we stop the xill?

I would be happy to help you more, but I fear that I am in pieces. If you help me, I will help you.

How do we help you?

Find all of the pieces of me in Bastion. Bring me chairs and tables and cabinets. If you do that, I'll tell you anything you want to know about Bastion or the xill.

favorite things. A group of Sentinels, stationed in the new Bastion for a period of several months, felled the tree and used the wood elsewhere in the Inner Coronet. Being chopped down was a traumatic experience for the Lyim-tree. Previously in a dormant mental state, the consciousness inside the tree was violently awoken and now haunts the stump.

Druids, rangers, Kagonesti elves, or sylvan mages (like Kiro Dorova, from Chapter Two: Fires in Throthl, if he is with the party) will immediately sense something terribly wrong in the Grove. If spells such as *speak with plants*, *detect thoughts*, or *commune with nature* are used on the stump or near it, Lyim's spirit will manifest above the stump and speak with the heroes. Refer to the sidebar "What Does Lyim Know?" for details about this conversation. If the heroes have no other means of prompting this discussion, the "Dark Knight" ranger Sir Therol Stonesplitter (if he is with the party) can be used to do so.

REASSEMBLING LYIM

Lyim Rhistadt's tree was cut down by the Sentinels before the Chaos War, and an industrious mage with skill at carpentry made several items of furniture from the vallenwood. These seven items are scattered around Bastion. If the heroes bring an item to the tree, Lyim can absorb it into the stump and slowly reform himself. Each time they do this, Lyim will answer a question or provide assistance to the heroes in some capacity (Lyim's Knowledge [arcane], Knowledge [the planes], and Knowledge [religion] are all at +30 skill bonus). If the

heroes bring an item that wasn't part of his tree, Lyim will berate them for it and tell them to try again. The heartwood of the tree, Lyim's most precious missing piece, forms the shaft of Ixmir's glaive (see "The Great Nest"); returning this will ensure Lyim's loyalty in future.

You may use the sarcastic and irascible Lyim-tree to impart information even after the events of this chapter are over, for he can serve as a resource for the heroes in other ways later on. Although there is no way for him to be restored to his former self (and the Orders of High Sorcery would definitely frown upon that), he can be of some use to the heroes' quest to defeat Frost.

Experience Awards: Collecting all seven pieces of Lyim, should the heroes undertake the task, constitutes a minor party mission goal and will earn them the appropriate experience points. This includes recovering Ixmir's glaive, so the challenge is significant.

THE PLANAR OBSERVATORY

This spherical chamber was originally devoted to planar research, something uncommon among the Wizards of High Sorcery. Extensive study of the Abyss, the Hidden Vale, or the Dome of Creation is frowned upon. Border Realms, however, or the transitive planes within the Gray, are considered to be very important to the understanding of magic. The chamber is a single, gigantic observatory formed of plates of brass riveted together and reinforced with steel girders and pylons. One large window, thirty feet in diameter, looks out into the Gray; the wizards would stand on a large platform in the very center of the observatory and use numerous crystal rods and delicate

glass orbs to adjust the view. The platform remains, but the crystal rods are missing. In addition, one of the large brass plates has been torn loose, and a constant plume of extraplanar energies and ethereal fog streams into the room. This is the means by which the xill found their way in; it continues to be a major integrity breach for the fortress.

The portal into this room is located in the very center on the observation platform. It takes the form of a circular brass doorway that opens like an iris when active.

EFFECTS OF THE VENT

Much like the hole ripped open by the chulcix in the “Chulcix Attack” scene in the Outer Coronet, this breach is a hazard to the heroes. The chief difference is that the planar energies are being forced into the chamber, rather than the atmosphere of the chamber being sucked out. Because the chamber is irradiated, even moving about in it for long is dangerous; direct exposure to the plume is potentially lethal. Fortunately, the observation platform is not in the path of the plume’s discharge for the time being.

Every ten rounds (1 minute) the heroes are in the chamber, they must make a DC 20 Fortitude save or take 3d6 nonlethal damage from exposure to the raw energies funneling into the room. Once a hero is unconscious, additional damage is lethal. If the heroes stand in the path of the plume (which is 100 ft long and 10 ft wide), they must make a DC 20 Fortitude save or take 6d6 damage of a type randomly determined on 1d6 as follows: 1—cold, 2—acid, 3—fire, 4—electricity, 5—sonic, 6—force.

An *antimagic field*, *wall of force*, *resilient sphere*, or similar spell will prevent the harmful effects of the vent. Placing one of these spells (especially *wall of force* or *antimagic field*) over the damaged area of the wall will seal the room off from the Gray.

SCENE: DEMONIC INCURSION [EL VARIES]

Three rounds after the heroes arrive at the Planar Observatory, the plume spits a bebelith (CR 10) into the chamber from the vortex outside of Bastion. The enormous spider-like demon scrambles about, looking for something to attack. Every three rounds afterward, there is a 30% chance of another bebelith arriving until as many as six are in the chamber with the heroes. If the bebelith leaps to the observation platform, there is a wrenching sound as one of the cables holding the platform in place tears loose. All characters on the platform (including the bebelith) must make DC 23 Reflex saves or tumble off into the path of the plume (possibly taking damage from the plume’s effects) and to the floor below (4d6 damage falling). As soon as a second bebelith lands on the platform, another cable snaps, dropping the entire platform into the path of the plume (possibly causing the heroes to fall, as before, and exposing them to the plume’s dangers). The bebeliths are immune to the risk of exposure, but they may be harmed by the plume itself depending on the type of damage.

Creatures: As many as six bebeliths, voracious hunters from the Abyss that roam the Border Realms seeking

renegade outsiders and other demons, might appear in the Vent. They rarely appear on the Mortal Realm.

☞ **Bebeliths** (1-6): hp 150, see *Monster Manual*

Treasure: The observatory itself is a treasure (see below), but the heroes will also be able to acquire a number of *ioun stones* in this room, debris from the Gray that has lodged itself into the observation platform (Search DC 25 to notice them). The *ioun stones* present include: 2 *pale blue*, 2 *pink and green*, 1 *scarlet and blue*, 1 *deep red*, 3 *dusty rose*, and 1 *pale lavender*.

REPAIRING THE OBSERVATORY

The crystal rods that activate the observatory are scattered all over the chamber. There are thirty-eight of them in total. All but nine are intact, and those nine can be restored with spells such as *mending*. If the rods are replaced in the observation platform, the window may once again be operated. Replacing the missing brass plate, plus repairing any broken struts or cables, will bring the entire chamber back into working order.

Once the observatory is operating, the heroes may use it to duplicate the effects of a *crystal ball*. Instead of a 6-inch diameter globe, the intended target of the scrying appears in the window of the room, visible to all standing on the observation platform. It functions in all other ways like a *crystal ball*.

THE ORB ROOM

This is a spacious dome-shaped chamber filled with desks, workbenches, curving sections of shelving, and cabinets. All of the furniture is arranged around the center of the room, leaving a wide-open space almost sixty feet in diameter with nothing but a small pedestal, a glass orb of some kind, and a huge copper dragon. The dragon is motionless, fixated on the orb upon the pedestal. A DC 30 Spot check reveals that it is, in fact, breathing very shallowly. It otherwise resembles a very life-like copper statue. Apart from the orb and the dragon, there is nothing else of value in this room, thanks to Ixmir and his xill.

THE DRAGON ENTRANCED

The dragon’s name is Shatraklangg, known to mortals as Clang. She is an old copper dragon, once the guardian of the Tower of High Sorcery at Wayreth until the Great Storm that heralded the War of Souls. Takhisis imprisoned Clang, along with most of the good dragons of Kryn, until Tasslehoff, Gerard, Odila, and Mirror released them. After Clang aided the other dragons in their battle towards the end of the War, she headed back to Wayreth having heard that her nemesis, Beryl, had been killed. Unfortunately for Clang, she was unable to find the Tower and, in the course of searching for it, was drawn off once again by a siren-like summons she could not ignore.

☞ **Shatraklangg (Clang)**, old copper dragon: hp 362, see page 305

The Warlock-Priest Ixmir had uncovered the glass orb and pedestal during the course of his explorations of Bastion. The orb is a *dragon orb*, almost identical to the ones created by the Wizards of High Sorcery in the Third



Dragon War to aid against the evil serpents Takhisis had unleashed upon the world. Unlike those orbs, this one was created hundreds of years later by a small cabal of Black Robes fearful of reprisal by the good dragons should they ever be released from their oath. The orb contains the essence of a gold dragon, Assamiel, and should an individual master the spirit of the orb, he or she may use it to summon and control good dragons.

Ixmír was successful in summoning Clang, but he has not decided what to do with her. She is powerful and willful; the *dragon orb* is all that keeps Clang from lashing out and striking at the nearest creature in frustration and rage.

SCENE: THE DRAGON RELEASED

In order to free Clang from her current state, the *dragon orb* must be either destroyed (AC 5, hardness 5, hp 30) or an arcane spellcaster must attempt to master it. Assamiel, the spirit of the *orb*, plunges all who take hold of the *orb* into a mindscape of dizzying images and visions. Ixmír was too strong for Assamiel, but the heroes may not be as lucky.

To run this scene, describe the mindscape as a vast landscape of rocky pillars, each of which has a flat surface from 5 ft. to 20 ft. in diameter. Some pillars are spaced 5 ft. apart, others 10 ft. The space between the pillars is a seemingly bottomless chasm; a fall from the pillars looks as though it would be fatal. The hero finds herself on one of the pillars. Thirty feet away, Assamiel manifests himself, an adult gold dragon. For the purposes of this confrontation, the hero's mental scores replace her physical scores as follows: Strength is replaced by Intelligence, Dexterity by Wisdom, and Constitution by Charisma. Do not recalculate hit points, but combat statistics, such as attack and damage bonuses, Armor Class, and Fortitude and Reflex saving throws, may be very different. Assamiel's abilities are unaffected; use the *Monster Manual* gold dragon sample.

If the hero is able to defeat Assamiel in single combat, she has mastered the *orb* and her consciousness returns to the Orb Room. If she fails, and Assamiel wins, her body is thrown into a coma. The hero should make a DC 20 Fortitude save. Success indicates that she will come to her senses in 2d12 hours; failure indicates that she will remain unconscious and in a fugue state for 1d4 weeks or until a *heal*, *limited wish*, or *wish* spell (or similar) is cast on her.

Once Clang is freed, the heroes will need to calm her down to prevent her from causing significant property damage. She has no memory of being summoned here; she knows only that the *orb* was responsible. She informs the heroes that such an artifact is an abomination and should be destroyed immediately. If Theo Drawde is present, he will object strongly, saying that if the Wizards of High Sorcery kept it, then they must have had a good reason. Gilthanas, if present, agrees with Clang and tells the heroes that ridding the world of the *dragon orb* would be a positive move on their part. Clang will not ally with the heroes if they decide to keep the *orb* intact (and especially if they decide to keep it for themselves). If the *orb* is destroyed, Clang will offer her assistance. She will be immediately suspicious of the Dark Knights, so convincing her of the Knights' worth will prove quite a challenge in its own right.

THE GREAT NEST

This chamber is the very center of the Inner Coronet and may only be reached by using one of the portals in the outermost chambers. It is just as large as the other chambers, well over a hundred feet in diameter, and takes the form of an amphitheater or stadium. Several tiers of seating overlook a central floor. Hundreds of luminescent globes hover near the ceiling, shedding just enough light to make the chamber shadowy and give an impression of its size. Intended for use by the Conclave as a combination war room, lecture theater, and forum for debate, it has been transformed into the Great Nest of the xill.

LOST IN THE GRAY

If the heroes find themselves swept out into the void, or foolishly choose to take a long walk outside of Bastion under their own power, they will discover that the Gray can be a very hostile environment.

The Gray is, in fact, three transitive planes in one. Usually, spells and effects that cause one to become ethereal, plane shift into the Astral Plane, or exist partially in the Plane of Shadow do not assume that the character is physically present in all three at the same time. Bastion's Border Realm, on the other hand, while mostly in the Ethereal Plane, does manifest partially in the other two. If a hero enters the Gray in this fashion, the whirling storms of ether buffet her for 1d10 rounds, causing 6d6 damage each round. A DC 22 Fortitude save halves this damage. If she survives, the storm

has flung her away from the Border Realm; she will eventually find herself in free fall towards the surface of Krynn in an ethereal state. At any point in the initial rounds of buffeting, she may be able to angle herself back towards Bastion with a DC 20 Tumble check or Dexterity check. Success indicates she has caught onto something and may pull herself inside a window or opening (usually along the Outer Coronet). Failure means an additional 3d6 damage as she hits Bastion and ricochets away. If the hero ends up in free fall, she can look forward to 1d3 hours of falling before she hits the (ethereal) ground and likely dies from the impact, unless she has use of magic or other special abilities to slow her descent or escape from such a predicament.

PRISONERS OF THE XILL

Dozens of bodies hang suspended from mucous strands or adhered to the stadium seating, cocooned in sticky resin with only their faces and chests exposed. Each victim has been implanted with xill eggs, doomed to an existence as an incubator. If any characters have been kidnapped by the xill during the course of this chapter, they are here, paralyzed and implanted with eggs along with the other unfortunate souls. Xill young hatch 90 days after the host is impregnated and devour the host from the inside. Such a grisly fate awaits thirteen of the bodies in the room as the heroes arrive, unless they can arrest the process quickly and free them.

There are fifty-eight prisoners in total, plus any kidnapped characters. Most are hapless adventurers who used plane-travelling magic and were caught by the xill. You are free to determine their statistics, with most being 3rd to 6th level. Five of the prisoners are 10th-level human wizards, former Sentinels kept in stasis by Ixmir until he decides their fates. These prisoners are not yet implanted with eggs, but they are so heavily drugged with paralytic toxins that rousing them will take a few days' worth of attention (and the use of curative magic).

SCENE: DEFENDERS OF THE GREAT NEST [EL VARIES]

This scene forms the penultimate battle against Ixmir and his xill horde. When the heroes arrive via portal, they appear at the top of one of the three staircases that lead down to the center of the Nest, where the window into the Heart of Magic is located. To get to the window and challenge Ixmir, the heroes must fight their way through a veritable army of the red-scaled fiends.

Read or paraphrase the following:

Before you is a charnel house of horrors. It appears this innermost chamber was once the assembly hall of the Conclave, but now it is filled with the bodies of the doomed, shrouded in sticky strands, a gruesome larder for the xills' young. Here, the xill have gathered to defend their nest, scuttling in pockets of red all over the walls and many-tiered steps. Where once a member of the Council of Three may have lectured an audience on metaphysics and thaumaturgy, there now swarms a thick knot of xill warriors. They surround a tall, murderous-looking xill wearing a black cassock and bearing a polearm of some sort in two of his four clawed hands. Another larger xill, bristling with curved blades, bursts from the crowd and leaps in your direction, followed immediately by a gang of cohorts.

The Situation: The Great Nest is infested with xill, and Ixmir now senses that his confrontation with the heroes is swiftly approaching. He dispatches Knight-Assassin Czimir to deal with the heroes, along with a group of xill

warriors, while he prepares to descend into the Heart of Magic.

Creatures: There are essentially three groups of xill in the room, which allows you to consider this as a three-stage assault. Alternately, the situation allows the Dark Knights, the dragon Clang, or any other NPCs to deal with another group of xill while the attention is kept on the heroes. The first group is Czimir and his eight xill warriors. The second group, by far the largest, consists of two dozen standard xill (CR 6) that should be no real contest for the heroes and make good opponents for NPCs. The last group, surrounding Ixmir, is eight xill battle-dancers (and Ziric, if he is still alive).

☞ Warlock-Priest Ixmir: hp 104, see page 303

☞ Knight-Assassin Czimir: hp 119, see page 304

☞ Battle-Dancer Ziric: hp 119, see page 302

☞ Xill warriors (8): hp 80, see page 308

☞ Xill battle-dancers (8): hp 56, see page 308

☞ Standard xill (24): hp 32, see *Monster Manual*

Tactics: Czimir and his group's primary goal is the destruction of the heroes. Ziric and the battle-dancers are tasked to defend Ixmir. The other standard xill are to act as obstacles to getting to Ixmir's group. Because the paralyzed prisoners are spaced fairly evenly throughout the room, many area effect spells or abilities (such as *fireball*, *ice storm*, or Clang's acidic breath weapon) stand a very good chance of including innocents in their radius. Ziric will never allow an impregnated host to be threatened, but Czimir is not above using them as shields. As this is a large and potentially chaotic battle, it may make it easier to break it into smaller conflicts, as described above under "Creatures."

Once the heroes break through the defensive lines and reach Ixmir, the Warlock-Priest will engage them for a single round while the window into the Heart of Magic opens. When it does, he leaps down into it, disappearing in the surge of radiant light. If the heroes somehow manage to do enough damage in one round to drop Ixmir, his body will fall backwards into the window. This is a somewhat obvious forced plot point, but it leads to the final confrontation in the Heart of Magic.

Development: If the Dark Knights are not already with the heroes, now would be an excellent time for them to arrive and join the fray. If they are already present, Theo Drawde will be one of the first to follow Ixmir into the Heart of Magic, grabbing his greatsword and jumping in after the xill Warlock-Priest. Gilthanas, if he is with the heroes, will remain in the Great Nest, valiantly battling xill warriors and battle-dancers. Clang will similarly busy herself with tearing apart groups of xill while the heroes pursue Ixmir.

The imprisoned hosts of the xill eggs can be freed with a sharp blade or brute strength (the strands are hardness 0, hp 5, Break DC 20) and a DC 25 Heal check or *remove disease* will rid them of the eggs. The paralysis wears off in a day, less if treated with *neutralize poison* or similar treatment.

Treasure: Ixmir's warriors have brought a number of items back to the Great Nest to be used by the Warlock-

Priest or for further study and experimentation. Ixmir has a fascination with magical devices (see “The Orb Room”), and those he found most useful he keeps on his person. Those he has no use for or has not already disposed of include the following items: *iron flask* (contains daemon warrior and the remains of four dead wizards), *lesser bracers of archery*, *golembane scarab*, *wand of knock* (32 charges), *potion of good hope*, *oil of magic vestment* +2, *oil of keen edge*, and *oil of greater magic weapon* +1.

Experience Awards: Freeing the imprisoned victims of the xill constitutes a minor party mission goal. Award full XP for the elite xill that are defeated in the battle. If the heroes confront the standard xill, they will not typically gain experience for doing so; you might decide to group xill together in order to award larger single amounts based on Encounter Level rather than Challenge Rating (four standard xill equals an EL 10).

THE HEART

OF MAGIC

This chamber, located below the Inner Coronet and connected by a portal known as the Window to the Heart, contains a radiant energy source—pure magic emanating from the outer planes. The chamber is a sphere one hundred feet in diameter. It contains a storm of magical vortices surging like bolts of lightning or ribbons of power from the center of the room, where a dragon skull hangs suspended.

PROPERTIES OF THE HEART OF MAGIC

Those who drop into the Heart will find they can move about in any direction, unhindered by normal rules of gravity. Within the sphere, all magic (divine or arcane, ambient or focused) is considered to be under the effect of the Empower Spell and Extend Spell metamagic feats, and all caster levels are increased by +1 for the duration. Entering the Heart of Magic also restores one half of all damage taken; a hero who has taken 60 hp from the battle in the Great Nest will have 30 hp restored.

ATTUNEMENT

These benefits do not come without a price. Unless a character attunes herself to the Heart, any spell, spell-like ability, or magic item she uses (and which is enhanced by the Heart’s effects) will inflict 1d3 points of Charisma,

Wisdom, and Intelligence damage to her. Knowledge of attunement will automatically be given to anyone inside the Heart; they will simply know it may be done. Attuning to the Heart is a full round action that provokes an attack of opportunity. A Concentration check (10 plus damage dealt) is required if the hero is injured while trying to attune, with failure indicating the attunement has failed. The character must succeed at a DC 30 level check (1d20 plus character level). Spellcasters may add their appropriate ability score bonus to their level check (such as Intelligence for wizards and Charisma for sorcerers). If the hero succeeds, she has become attuned and no longer suffers an ill effect from casting spells or using items. If the hero fails, she may try again the following round.

SCENE: IXMIR SEES RED

This scene occurs if Ixmir drops into the Heart and the heroes follow him down. Theo Drawde will also be in this scene if he is with the heroes; Gilthanas and Clang will not.

Read or paraphrase the following:

A storm of magical energy erupts around you as you fall into Bastion’s eldritch heart in pursuit of the xill priest. Your body suddenly feels light and buoyant, as if no longer bound by the pull of the earth. Streams of gold and crimson light dance outwards from a radiant core, and silhouetted against the

brightness is the dark red form of your enemy. One of his clawed hands extends outwards toward you, as if beckoning you further into the maelstrom. Behind him, you can faintly see another silhouette—a dragon’s skull, at the very center of this place, spinning in endless circles as the power surges through it.

The Situation: This is Ixmir’s last stand, but he wanted to place himself somewhere he would have an advantage. While the heroes attempt to attune themselves, he will make strikes against them. If they do not attempt to attune, he expects them to be consumed by the Heart’s



fires. If Theo Drawde is here, this may be a battle he does not survive.

Creatures: Ixmire is the only opponent in this Scene, unless the heroes also choose to attack Theo Drawde.

☞ **Warlock-Priest Ixmire:** hp 104, see page 303

Tactics: The Warlock-Priest uses both spells and his glaive to the best of his abilities. He closes rapidly with the heroes, hoping to catch one or more of them off guard. Ixmire has already cast a number of his spells (see “Powered-Up Ixmire” in his stat block), so he is quite prepared; however, he is also somewhat cautious. Having fought few opponents as skilled as the heroes before, Ixmire might realize that he is in trouble. If he is reduced to half his hit points or fewer, he withdraws, casts cure spells upon himself, and plays a more defensive strategy. With his glaive’s reach, he is able to fend off many attackers and score attacks of opportunity. Ixmire will never leave the Heart of Magic, however—this will be where his story ends.

Development: At some point during the fight, Theo Drawde (if present) will make a grab for the dragon skull. Up until this point, the Thorn Knight will make every effort to look as if he is assisting the heroes against Ixmire, even to the extent of providing support with spells or flanking. When his window of opportunity opens, he makes a leap for the dragon skull. As his gauntlet makes contact, there is a titanic explosion of energy, and Drawde goes flying backwards. A flash of light and power marks his exit from the Heart of Magic; the heroes see the wall of the chamber blow outwards and see the figure of Drawde cartwheel head over foot out of the rupture into the Gray before the hole seals itself up once more.

This should cause some players to become nervous, but any hero who has attuned herself to the Heart will understand that only a Sentinel of Bastion may remove the skull from its place and only by ridding the Heart of its cancerous infection (in the form of Ixmire) may the heroes take on the mantle of Sentinel. Once Ixmire is defeated, his body explodes in a spectacular surge of power. His glaive

spins about in the wake of his body’s destruction, and both it and the dragon skull are free to be taken by the heroes.

Experience Awards: Defeating Ixmire and recovering the dragon skull from the Heart of Magic counts as a major party mission goal. In addition to the experience for defeating Ixmire, award an additional 25 XP per character level to any hero who attunes to the Heart of Magic.

LEAVING BASTION

Refer to the scenes in the Grand Gallery for important details about the last encounter of this chapter. Other than that, the heroes are free to use Bastion as they wish for the immediate future. Portals exist from the Grand Gallery to any of the other chapters; the heroes may transport themselves to Throt, Cristyne, Daltigoth, the Frozen Wastes, and even Kalamian if they choose. They might also wish to make use of their time away from Krynn to research new spells, recover from their recent battles, or use the Planar Observatory’s scrying functions. While any wizard characters will know Bastion remains the property of the Wizards of High Sorcery, they may nevertheless be considered Sentinels if they attuned themselves to the fortress. And in the coming confrontation with Frost, the advantage of such a base of operations cannot be underestimated.

Surviving Dark Knights may or may not wish to ally themselves with the heroes, depending on the faction rating the heroes possess. With Theo Drawde lost to the Gray, possibly even dead, the team has no leader. Mordecai Volger will mourn the loss of his comrade and, if the heroes performed with honor and valor, he may choose to throw in his lot with them. Therol, of course, will consider the heroes allies unless they have been particularly bad towards him. He wishes to return to the Legion in Port Balifor at some point, but he might be a valuable ally at a later date. Clang, if she was rescued, decides that in lieu of protecting Wayreth, she will stay in Bastion and guard against any future incursions of xill. And there are still many paralyzed victims to nurse back to health...



CHAPTER FOUR: DARKNESS OVER CRISTYNE

*"...housed in a ruin deep
in an island forest old
a queen of prideful race reigns there
her dark ambitions bold."*

CHAPTER SYNOPSIS

In this chapter, the heroes trace Gilthanas's trail to Cristyne, where they encounter the wicked timelost elven queen, Sylvyana, and her Wichtlani cult. Lothian makes an appearance, a bound spirit willing to aid his former foes against the Ghoule Queen in order to be free of Chemosh.

ISLAND OF CRISTYNE

This section provides an overview of the island of Cristyne, once part of the empire of Ergoth and separated from the mainland by the Cataclysm. While considered a part of the realm of Gunthar, and therefore under Solamnic governance, Cristyne is in practice an independent region with a long history of neutrality in times of war.

HISTORY OF CRISTYNE

Cristyne's existence as a separate and independent island region dates back only as far as the Cataclysm. That event

sundered the Empire of Ergoth, dividing it into Northern Ergoth, Southern Ergoth, and the smaller islands of Cristyne, Enstar, and Nostar. Prior to this event, the land that would become Cristyne was part of the Seascapes Hundred, one of Ergoth's westernmost provinces. Before the rise of the Empire, it was an area contested by elves, ogres, and the nomadic humans who would eventually become the Ergothians.

The earliest settlers in the region were elves. They founded the city of Baleph, erecting aqueducts and impressive structures thought in later ages to have been the work of high ogres. Ironically, it was ogres who spelled the end of Baleph, overcoming elven resistance in the Age of Dreams. Under ogre rule, the region saw a rise in slavery, with nomadic humans numbering among the largest population of slaves. These humans threw off the ogres' yoke and would later form one of the tribes united by Ackal Ergot to create the Empire of Ergoth.

Over time, the region became known as the Seascapes, a distant province in the Empire with a reputation for producing fierce soldiers and exceptional scouts. Under constant threat from pirates and raiders of Tarsis, the Seascapes were also occasionally plagued by Kagonesti

SIGNPOSTS: GETTING HERE FROM THERE

As an island location, Cristyne is usually accessible only by sea. The heroes being who they are, magical or airborne means of reaching the island are also within their power. The following is a brief summary of ways to get to Cristyne from Kalaman and the sites in other chapters.

From Kalaman: The easiest route by ship is westward across the Turbidus Ocean, around the northern coastline, across Zeboim's Deep, and then due south along the western coast of Northern Ergoth. Taking an alternate route along the western coast of Solamnia and through the Ergoth Divide brings the ship dangerously close to Frost's realm. An Ergothian Merchant Marine vessel is the most likely (and capable) transportation for this route, although the ship will make stops at Beacon and Gwynned for supplies and additional crew before it reaches Merwick. The trip will likely take four weeks.

From Throt: Other than the use of *teleport* spells, the fastest route to Cristyne from Estwilde and Throt is by air. The potential exists for the heroes to run into trouble across the Gale, so following a sea route is a good plan. Such a route takes three days by air, but several weeks by ship; the heroes will first need to journey across Solamnia from the Throtl Gap to Caergoth and travel by ship through the Ergoth Divide

between Northern and Southern Ergoth. Alternately, they may pick up a seagoing vessel in Haligoth and travel through the New Sea past Schallsea, skirting the edge of the Gale. Both routes are very hazardous. The Ergothian Merchant Marine, if the heroes are able to pull some strings, will do it in a pinch; other vessels are likely to want to leave the heroes on the southern coast of Solamnia and head back to the New Sea.

From Bastion: One of the portals to Bastion is located in the Tower of the Magus on the northernmost tip of the island of Cristyne. Using Bastion's portals will allow the heroes to quickly cover the distance from any other location and emerge only 50 miles from Merwick.

From Daltigoth: Outside the use of magic or Bastion, traveling from Daltigoth to Cristyne is relatively easy, especially if the heroes are able to make their way over the Last Gaard Mountains to Castle Eastwatch. There, the Knights of Solamnia can provide a ship to Merwick, which is a day's journey across the straits into Gentle Bay.

From Khimel: Much like Daltigoth, travel to Cristyne from the Frozen Plains of Southern Ergoth is best handled by magic, Bastion, or by crossing the Last Gaard Mountains to Castle Eastwatch. At this point a Solamnic vessel can bear the heroes across the strait to Merwick.

ON THE TRAIL OF GILTHANAS

In this chapter, Gilthanas's goal of acquiring the dragon skull is combined with a fact-finding mission on the part of Frost. The White is curious to know how Sylvyana the Ghoulish Queen is progressing with her plans of sending elven slaves to Daltigoth and what kind of resources she has. He is also interested in discovering the truth about her relationship with Chemosh. Gilthanas, known to the Whitescale Society as Frost's agent, will arrive after the Ravenous Banquet, if he

shares this chapter with the heroes; he makes his way to Baleph, where he takes Sylvyana's report and makes off with the dragon skull (located in area RB3: House of Spirits). The heroes will therefore meet him in Baleph if they meet him at all. If the Bone Key reveals Gilthanas is here before the heroes arrive, he has been and gone. If he arrives after the heroes leave, he will put together whatever report he can (assuming the heroes took care of Sylvyana) and depart.

braves who would venture east and make strikes against human settlements. A line of marshals, warlords, and heroes with the last name Tumult are perhaps the most famous folk heroes of the region; the current heir to this ancient Ergothian lineage, General Dromond Tumult, lives a fairly ignoble life as mayor of Ohme in Northern Estwilde.

After the Cataclysm, the Seascapes were greatly changed. A great rift divided them from Ergoth, and mountains were raised in what had become the middle of an island. The small town of Merwick became a port as the sea rushed in to fill the gaping earth. Life clung to the land, however, and within a decade or more, the island was repopulated by rugged humans, bands of ogres, and one or two tribes of Kagonesti. Merwick swelled in size, especially

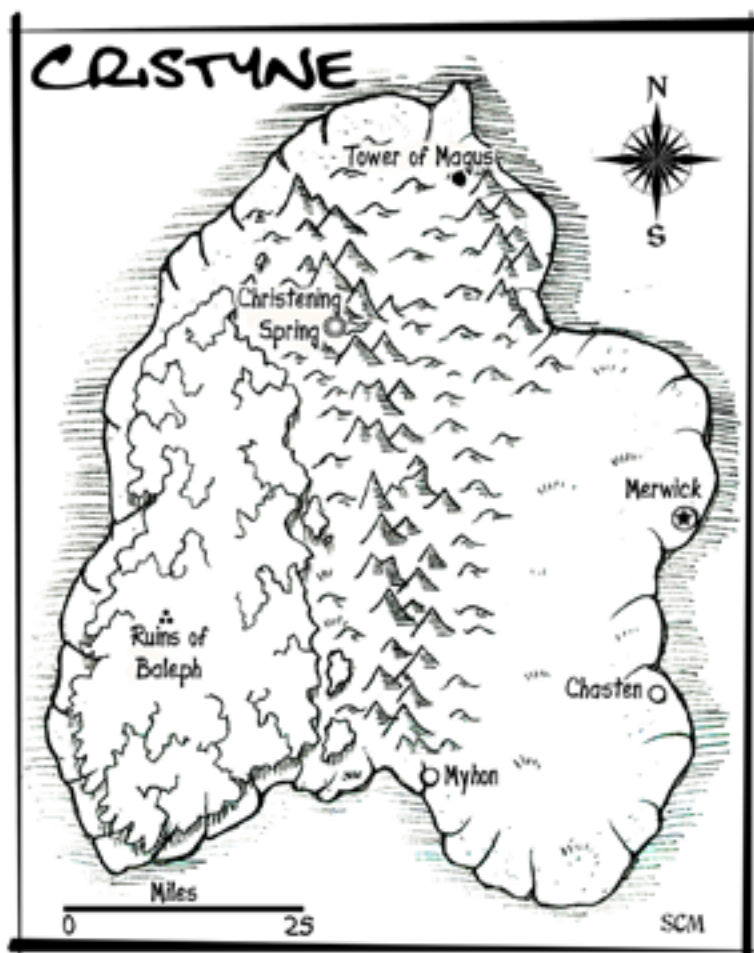
in light of the need for trade between the survivors along the Ergothian coasts. The island was named Cristyne, loosely translated as "discarded crust," an appellation that has since been fondly adopted by many residents.

During the War of the Lance, and even in later conflicts, Cristyne remained consciously neutral. Merwick hosted a circle of Solamnic Knights, and the Knights of Takhisis even established an outpost during the Chaos War, but neither was able to unseat the local governing council of former pirates, freebooters, wily merchants, and renegades. By playing both sides against the other during the wars, Merwick and the other towns on the eastern coast of Cristyne turned a tidy profit. Upon the arrival of the Dragon Overlords, especially Gellidus, Cristyne soon found itself home to thousands of refugees, most of them elves. Unable to properly support all of these new arrivals, the island has been stricken by plague and famine for years with occasional relief from Sancrist and individuals such as the Kagonesti hero Feril Dawnsprinter. The "discarded crust" was finally becoming recognized as a priority to the rest of the western nations of Ansalon.

Most recently, Cristyne is where the timelost elven queen, Sylvyana, has reappeared on Krynn. Under the direction of her dark god, Chemosh, Sylvyana has restored her Wichtlani Ghoulish Cult, converted many of the Kagonesti and sylvan races of the island, and orchestrated a plan to lure all the elves to Cristyne for a great feast and council. Thus far, nobody knows that the mysterious new benefactor of the Kagonesti, the merchant guilds, and the other residents of Cristyne is the Ghoulish Queen. As the heroes arrive in Cristyne, Sylvyana's scheme is nearing its climax—one that will bring great doom to the elven race.

TRAVEL ON CRISTYNE

Important Rules: Overland Movement, Chapter 9: Adventuring in the *Player's Handbook*; Survival skill, Chapter 4: Skills in the *Player's Handbook*; Forest, Hills, Mountains, and Plains Terrain, Chapter 3: Adventures in the *Dungeon Master's Guide*.



Cristyne has a number of terrain types for such a relatively small area. The island features a dense deciduous forest, mountains, plains, and hills. The weather is also a major factor affecting travel, as Cristyne is prone to thick fog and stiff winds coming in off the Sirrion Sea. Because the island has only one road, travelers will be forced to either rely on natural trails or strike out into wilderness.

TRAVEL BY LAND

The eastern half of the island is considered trackless plains terrain (x3/4 speed), apart from the Great Cristyne Highway that connects Merwick, Chasten, and Myhon (x1 speed). Once the land rises in the north to hills, travel becomes slightly more difficult (x1/2 speed). Similarly, crossing the mountains in the center of the island and heading into the Fey Wood impairs swift travel by land (x1/2 speed). Thick mist and fog are common on the island, which further reduces travel speed (by an additional x1/4 to x1/2 speed on the plains or x1/4 in hills, mountains, and forest) from time to time.

TRAVEL BY BOAT

Travel around the coast of Cristyne is possible with small craft or even on a masted vessel, although the waters in the north and southwest are treacherous. Strong winds assail ships that attempt to navigate these areas and, even in times of relative calm, dense fog can make seeing further than a yard from the hull next to impossible. In general, most ship captains prefer not to make such a trip, keeping instead to the much safer sea-lanes between Merwick and Castle Eastwatch or Gwynned.

TRAVEL BY AIR

Flying over Cristyne, whether on the back of a mount, such as a griffon or wyvern, or through the use of magic such as *overland flight*, has few of the difficulties of land travel. Vision is obscured, however, because of the fog and mist that blankets the island for periods of the evening and early morning. Wind, too, can be a problem for flyers. Travel along the eastern slopes of the Peaks of Baleph is less likely to be beset by unfavorable weather. In the north or on the other side of the Peaks, inclement weather is much more common.

FEATURES OF CRISTYNE

Cristyne is an island roughly 75 miles long north to south and 60 miles wide east to west. It is bisected by a mountain range, the Peaks of Baleph, the highest peak of which is almost 1800 feet above the plains. Cristyne rests on the same granite bedrock that is characteristic of Western Ansalon, although the continental shift following the Cataclysm forced this up to create the mountains. The hilly regions in the north and northwestern sections of Cristyne are rich in minerals favored by artisans, such as chalk, soapstone, and marble, although the prevailing climate and remote location has made them relatively underutilized. Despite being home to ogres, elves, and humans, Cristyne remains a wild and undeveloped island still shrouded in the mists of its history.

WEATHER

As a result of Gellidus's magical influence, the weather of Cristyne is affected by the frigid climate over Southern Ergoth. Cold fronts cycle around and over Cristyne,

KNOWLEDGE OF CRISTYNE

THE following table shows the results of an applicable Knowledge (geography), Knowledge (history), Knowledge (local), or bardic knowledge check as it

relates to Cristyne. Knights of Solamnia gain a special +2 circumstance bonus to any of these checks because of the Knighthood's connection to Cristyne in the past.

DC	Results
10	Cristyne is a former Ergothian region that is now home to elves and humans who fled Southern Ergoth. Its largest settlement is the Free Walled City of Merwick.
15	Cristyne has the largest single population of Kagonesti elves in Ansalon. Only a few remain in Southern Ergoth or the forests of Qualinesti. There is a forest on the western half of the island called Fey Wood, which is where most of the Kagonesti live.
20	Cristyne has always been neutral, even though a Solamnic outpost was built there in the years after the War of the Lance. Even the Dark Knights have representatives there, but none of these outsiders have any real power.
25	Cristyne is the location of the Tower of Magus, a ruined wizard's keep that is constantly beset by storms. A fabulous spring of water known as the Christening Spring is hidden in a vale near the northern edge of the mountains. An elven ruin known as Baleph is surrounded by the Fey Wood.
30+	The elven leadership in Southern Ergoth is considering relocating completely to Cristyne with the help of the Solamnics. They hope to create a new western elven nation, not one under the rulership of Gilthas Pathfinder. They are a proud and arrogant group.

following periods of increased humidity and mild temperatures (highs of 72 degrees in summer, lows of 2 degrees in winter). This combination results in frequent cold winds coming off the Sirrion Sea from the northwest and a pervasive cold fog that blankets the plains and forests. Cristyne experiences occasional rain, and a thundercloud is always hanging over the Tower of Magus. For the most part, the island's moisture contributes to the mist or runs off the Peaks of Baleph, saturating the forest and plains.

FLORA AND FAUNA

Cristyne's plant life is characterized by deciduous trees and seasonal plants that thrive in temperate or cool environments. Many of the trees of the Fey Wood change colors in the autumn and by winter are stark and bare. During the warmer months, flowering herbs, grains, and grasses create a mosaic of color on the plains of the eastern half of the island. By harvest time, the grasses are dry and the landscape shifts to a barren prairie. Around the coastal southeast, near Merwick, Chasten, and Myhon, evergreen shrubs and smaller trees flourish, and vineyards produce exceptional grapes for wine and port.

Perhaps because of the isolated nature of the island, Cristyne's most abundant forms of life are birds and insects. These can range in size from small flightless birds to truly enormous species of spider that haunt the northernmost stretches of the Fey Wood choking whole groves in webs. Birds and insects thus occupy most of the roles usually taken by mammals, and even the faerie folk and sylvan creatures have a tendency to appear either insect-like or avian.

RANDOM ENCOUNTERS

Important Rules: Listen skill, Chapter 4: Skills in the *Player's Handbook*; Concealment, Chapter 8: Combat in the *Player's Handbook*; Fog, Weather, Chapter 3: Adventures in the *Dungeon Master's Guide*.

d%	Encounter	Average EL
01-15	Insectile troll warband (1d4+4)	15
16-30	Bloodrager griffon pride (1d6+3)	14
31-50	Wichtlani centaurs (2d6+2)	14
51-70	Griffon pride (1d6+3)	13
71-85	Insectile ogre warband (1d4+4)	14
86-00	Wichtlani Kagonesti (3d6)	15

The chance of a random encounter on Cristyne's plains or hills is 10%, checked in the morning, afternoon, evening, and at night. In the Peaks of Baleph or Fey Wood, refer to the Fey Wood "Random Encounters" section later in this chapter (page 147). Encounter distance on the plains is 6d6x40 feet. Encounter distance in the hills is 2d10x10 feet. One in six encounters (1d6, roll of 1) occurs in thick mist or fog, reducing the encounter distance to

3d6x10 feet in plains and 1d10x5 feet in hills, dependent on a Listen check rather than a Spot check and introducing the problem of concealment to any battle (EL +1).

Specific encounters are described below:

Bloodrager Griffon Pride: This is a pride of Cristyne griffons (see below) that have become infected with the bloodrager virus (CR 9). The virus, accelerated by exposure to purified *allomanya*, has made the griffons gaunt and afflicted with spasmodic twitches. Unlike other griffons, these creatures attack anything they come across without question.

☞ **Bloodrager Cristyne griffons (4-9):** hp 238, see page 318

Griffon Pride: This is a pride of Cristyne griffons, a larger (19 HD Huge, CR 8) and more reclusive breed, characterized by the heads and wings of ravens and the bodies of black panthers, rather than the more usual aquiline and leonine traits of standard griffons. Cristyne griffons are carrion-eaters and favor the giant insects and insectile races of Cristyne rather than horseflesh.

☞ **Cristyne griffons (4-9):** hp 200, see page 318

Insectile Ogre Warband: Cristyne is home to some bizarre ogre offshoots that may be the result of magical experimentation by a reclusive wizard or druid in the past. This particular tribe looks like a hideous hybrid of ogre and black army ant (LE male insectile ogre warrior 6, CR 8), with chitinous bodies and snapping mandibles instead of tusks. They form colonies in the foothills of the Peaks of Baleph and strike out onto the plains, seeking prey to bring back alive to their ravenous young.

☞ **Ant-ogres (5-8):** hp 85, see page 317

Insectile Troll Warband: Much like the ant-ogres, these trolls (CE male insectile troll warrior 5, CR 9) may have been the result of past experimentation by a crazed druid or mage. They have marked locust-like traits, with their rubbery skin blending with flexible greenish-brown chitin and their elongated bodies and limbs shaped for impressive leaps. Although they are flightless, these locust-trolls behave much like normal locusts; they spread across the plains like nomads, overcoming anything in their way and eating as they go.

☞ **Locust-trolls (5-8):** hp 125, see page 321

Wichtlani Centaurs: Elves are not the only converts to Sylvana's Wichtlani Ghoul Cult. Other sylvan creatures, such as these centaurs (NE male and female wichtlani centaur ranger 3/barbarian 1, CR 8), have become loyal followers of the Ravenous Crow. Wichtlani centaurs attempt to ride down or trample their enemies, swinging wickedly hooked axes at more evasive targets.

☞ **Wichtlani centaurs (4-14):** hp 80, see page 325

Wichtlani Kagonesti: This is a hunting party of Sylvana's Kagonesti, all of whom are involved in the Wichtlani Ghoul Cult (NE male and female wichtlani Kagonesti elf barbarian 4/ranger 3, CR 8). Their faces are painted white to imitate skulls, and each group's leader wears a headdress of crowfeathers and thorns. Parties such as this stalk through the plains and hills, striking out at small farming settlements or lying in wait near the Great Cristyne Highway to waylay small groups of travelers.

FREE WALLED CITY OF MERWICK

Merwick is the largest settlement on any of the smaller former Ergothian islands and occupies a somewhat unique position in the West as a neutral port without allegiance to any greater organization or nation. This is a cause of disagreement between the City Council and Sancrist, and debate over the status of the Solamnnc Knights in Merwick has been alternately bitter and cordial over the years. As *Price of Courage* opens, however, Merwick is at the center of a rapidly escalating plot to create a new and malignant nation of terror under the rule of the Ghoul Queen.

HISTORY OF MERWICK

Merwick was once an agricultural town founded by human settlers after the formation of the Seascape tribes. Even before Ergoth arose and brought the Seascapes into the Empire's borders, the grapes and wines of Merwick were legendary, prized in larger cities from Daltigoth to Tarsis. Merwick vintners were true craftsmen, but the craft attracted the worst sorts of people; the smell of money was as strong as the smell of a good Seascape brandy and just as intoxicating. Petty barons and merchant princes invested their precious Ergothian currency in Merwick's wines, and in turn, they made substantial profit. Crime and corruption followed soon afterward.

MERWICK

🏰 **Merwick (Small City):** Conventional; AL NG; 3,000 stl limit; Assets 6,090,000 stl; Population 8,125; Integrated (37% human, 20% elf, 14% dwarf, 9% half-elf, 9% kender, 5% gnome, 3% gully dwarf, 2% half-ogre, 1% other).

Authority Figures: Syndic Bruliard Athelbec (LN male civilized human expert 4/warrior 4), Syndic Mesimio Watertrap (NG male civilized human expert 8), Syndic Ethel Eberwood (NG female civilized human commoner 3/expert 5), and Syndic Pratchet du Saunt (N male civilized human rogue 7) are the ruling council or syndicate in charge of Merwick's civic functions. The four can rarely agree on anything and have their own interests deeply tied into trade, mercantile operations, crime, and piracy. As a tiebreaker, they usually call in Viktor Chiaroscuro (secretly N male old shadow dragon), who appears to be a dusky-skinned astrologer from Tarsis and has succeeded in winning over most of the syndics.

Important Characters: Amara Moonhunter (N female Kagonesti elf barbarian 9/druid 5 of Chislev), suspicious returnee; Skullface (CG male venom draconian mariner 8), privateer and captain of the *Rogue Traitor*; Clement Remokand (N male civilized human expert 7), proprietor of the *Keg-On-The-Wall* brewery and tavern; Sebo Vencal (NG male nomadic human mystic 10 of Community/Citadel mystic 3), Sanctuary Master; Regent Belthanos (LG male Silvanesti elf noble 16), Regent of Ergonesti.

Factions: Brass Tigers—Expanding to set up mercenary operations in the region; Ergothian Merchant Marine—Monitoring shipping and customs in Merwick and maintaining the Ergothian embassy for Emperor Mercador Redic VI; Knights of Solamnnc—Maintaining a fort on the bluffs and acting as liaison for Merwick to Castle Eastwatch and Sancrist; Whitescale Society—Two agents in town coordinate *allomanya* smuggling operations for Daltigoth; Wichtlani Ghoul Cult—Has spies and cultists in town among elven community.

Faction Leaders—Captain Leomac Azcipoca (CG male nomadic human fighter 12), Brass Tiger unit commander; Captain Imogen Heliophan (LN female civilized human noble 5/mariner 5/fighter 2), Ergothian Merchant Marine agent; Ginervra Northwell (LG female civilized human fighter 8/Knight of the Sword 4), Senior Knight of Merwick Fort; Sanuya Redcloud (NE male wichtlani Kagonesti elf barbarian 3/rogue 3/ranger 6), Aracoe Pathfinder's envoy and Wichtlani spy; Ari-Bando and Esa-Bando Ogrunkiner (CE male half-ogre rogue 7/inquisitor 7), twin Whitescale Society *allomanya* smugglers.

Free City Watch—This represents the standing complement of armed militia and watchmen that protect the city and its property from external and internal threats. They are led by Sergeant Foolscap (NG male mad gnome fighter 7) and his two aides, Officer Guthrie Withers (NG male civilized human fighter 5) and Officer Kelemynas (NG male Qualinesti elf fighter 5). City Watch members are usually human, although some hill dwarf, half-ogre, and elven soldiers also serve in the Watch. The City Watch is equipped with scale mail, light wooden shields, glaives, and short swords: warrior 2 (33), warrior 1 (216).

Rumorsmiths—This group operates openly in Merwick, although nobody will talk about them. They are an armed group, smaller in size than the City Watch but just as skilled. Most are unfriendly to the elven refugees. They respond to reports of broken deals and individuals who renege on promises; they also rough up newcomers who try to get into the information trade, as well as any elves who they feel are pushing the limits of hospitality. They are led by Chesby Bodkin (CN male afflicted kender rogue 10/assassin 2), a deadly if diminutive boss. Rumorsmiths are mostly human, afflicted kender, or dwarf rogues equipped with studded leather, rapiers, and punching daggers, all of masterwork quality: rogue 8 (5), rogue 4 (10), rogue 2 (20), rogue 1 (83).



Eventually, the Emperor imposed severe taxes on wine production in the west, but Merwick managed to outlast even this hardship. Unfortunately, edicts and proclamations following the secession of Solamnia and the increasingly totalitarian nature of the Empire only intensified the criminal nature of vine growers and their investors. Unable to maintain sufficient production to satisfy the demand, Merwick collapsed under its own success. By the time the Cataclysm struck, it was just another bitter backwater town without a future.

The Cataclysm changed everything. Not only did Merwick gain a port, it gained independence. Those inhabitants who survived the initial disasters, plagues, and banditry reclaimed their city. A wall was built around Merwick, and then another, and another. Three walls, a sturdy harbor, and a growing population of ne'er-do-wells, pirates, smugglers, and refugees gave Merwick its future once again. This time, the syndicate of crafty oligarchs who found themselves in control of Merwick defied external overtures of dominion from Ergoth, Solamnia, or Kharolis. Once it had grown into the city that it wanted to be, the Free Walled City of Merwick declared neutrality in the squabbles of other nations. It remained so through the War of the Lance, through the last years of the Age of Despair, and even through the Chaos War. It even held out when the gods appeared to leave and the power of magic failed; but when Gellidus came, Merwick saw a true threat to its autonomy.

For forty years, Merwick has opened its gates to refugees from Southern Ergoth, devastated Qualinesti, and war torn Solamnia. Cristyne had been claimed by Sancrist and the Whitestone Council, although their stake was minor in the eyes of the Merwickfolk. After the War of Souls and the return of the Lord Knights to

Solamnia, pressure has eased on the syndicate in Merwick, but Gellidus is still a clear and present danger. Also, the incredible numbers of elves, especially those Kagonesti who live in the Fey Wood, has many of the syndics, merchants, and dignitaries worried—but a mysterious new leader among the Kagonesti has made a series of attractive offers to mollify the city-dwellers.

GETTING TO MERWICK

The Free Walled City is located on the northern shore of Gentle Bay. Although it does not boast the same deepwater harbor cities such as Kalaman possess, the bay is calm enough that ships anchored a half mile out from the docks remain relatively safe, and rowboats make daily trips to service the larger vessels. Traditionally, however, it is smaller and sleeker merchant carracks that make their way to Merwick. Any ship the heroes book passage on to get to Cristyne will undoubtedly have a shallow enough draft to disembark right at the wharf.

Arriving at Merwick by land, assuming the heroes make their way to the island through flight or by Bastion, means passing through miles of outlying farms, vineyards, and fog-shrouded open pasture. Merwick has considerable agricultural production, but almost all of it finds its way to Northern Ergoth or Palanthas eventually. There are a handful of gates into the city, but the most prominent is the Gate of Crows, which leads from the outermost wall through the middle and inner walls via a series of gatehouses, covered walkways, and bridges. See “MW1: Gate of Crows” for more information.

FEATURES OF MERWICK

When Merwick became a port, it developed a need for substantial fortification. Merwick is surrounded by three

walls: a 20 ft. high wall of granite encircling the Syndicate Hall, Sanctuary, and several important storehouses such as the armory (Climb DC 25); an 18 ft. high wall of gravel sandwiched between fitted clay brick that encloses the wealthier residences, municipal offices, smaller temples, and financial institutions (Climb DC 20); and a 30 ft. high granite wall topped with 5 ft. tall wooden hoardings for additional defense (Climb DC 25). The seaward facing section of the outermost wall is heavily fortified and buttressed with two enormous stone towers guarding the entrance to a smaller section of harbor reserved for wealthier vessels. Smaller towers act as gatehouses around the west and north walls of the city, such as those that lead into the Gate of Crows.

Inside the walls, Merwick's buildings are usually wooden, stout, and supported by thick timber beams inside or rows of fitted arches in the more expensive homes. The rooftops are sloping red-clay tile; from above, the city is a forest of chimneys and smokestacks. The paved streets of Merwick wind in tight, narrow circuits around numerous small parks, fountains, gardens, and impressive ironwood trees. Hundreds of years of income have paid for numerous city improvements, parceled out to residents and businesses for safekeeping and maintenance. This system has worked for the most part, but a visitor might turn a corner in a well-kept residential area and find the next stretch of road in terrible condition.

Unlike many cities of its size, Merwick does not have an underground system of drains and sewer tunnels large enough to move about in. The smugglers who helped renovate the port worked in a few secret passages and crawlways, but for the most part, rainwater and sewage is carried to the bay through pipes and canals, rather than storm drains.

ATTITUDES IN MERWICK

The Free Walled City operates under an incredibly complex system of agreements, promises, deals, and feuds. At any one time, an organization or group could be aligned under one or more of the syndics who run the city or remain independent of them. Money and information changes hands constantly, and word travels fast (see "Gathering Information in Merwick"). The heroes may find that the attitudes of the locals shift based on the time of day or by what the heroes have done elsewhere. You can assume that, for the most part, Merwickfolk are Indifferent. If the heroes influence one type of resident, such as a barkeep or a shopkeeper, all of the people in that group will hear about the behavior and shift their attitude similarly within 1d4 hours.

Factions operate within this same system, but they are still handled by the usual faction rating rules. One difference is that all faction influence checks in Merwick gain a +3 circumstance bonus due to the atmosphere of gossip and influence that pervades daily life.

GATHERING INFORMATION IN MERWICK

An evening in Merwick reveals much about the local attitudes and rumors. Merwick's information sharing is

an industry all of its own, so new arrivals who attempt to break into this market often find the residents put up some resistance. Gather Information checks incur a -4 penalty for the first day and a -2 penalty for the second day. Additional attempts improve by +2; thus, the third day has no penalty, the fourth day has a +2, and so forth. The maximum benefit gained is +4, which is the standard bonus for any Merwick resident. This also applies to any mariner's sailor lore check, but not to bardic knowledge (which is something else entirely).

The following table serves as a guide for useful information relevant to the adventure.

DC	Results
10	The elves are talking about unification again! Seems as if they're hoping to move to Cristyne, especially now that Chief Cher-Ka wants to make nice with the nobles.
15	The syndics have relaxed a lot of customs for ships coming from Southern Ergoth. Maybe their astrologer, Viktor Chiaroscuro, saw it in the stars. The Solamnics are happy, but the Ergothian Merchant Marine isn't. Business is booming—it's a good time to live in Merwick!
20	The syndics and the elven nobles are planning a big banquet to talk about elven settlements in Cristyne. All of the major players will be there, even that new mercenary company that's setting up shop in the city. It's very prestigious, and it's good for the catering business.
25	Elven dignitaries from Silvamori and Qualimori are coming to the big banquet. The syndics didn't invite them, though—that new Kagonesti leader did, Chief Cher-Ka's spiritual advisor. The syndics don't seem to mind, though. There must be something in it for them!
30+	There are a lot of secret meetings going on up at the Solamnic Citadel. First the syndics go up there one by one, then Viktor Chiaroscuro. Then those half-ogre twins, the Ogrunkiners. The Rumorsmiths are having a field day trying to track down all of the gossip. One thing's for sure—all of the major players seem to be getting along better now.

The heroes' Gather Information or sailor lore check also serves as the percentage chance of an encounter with the Rumorsmiths, a group of thugs and enforcers who the Free City Watch conveniently ignores. Each time a Gather Information or sailor lore check is made, roll percentile dice against the check result; success indicates that 1d5+5 Rumorsmith thugs (N civilized human rogue 4) and 1d3 Rumorsmith enforcers (N civilized human rogue 8) attempt to ambush the heroes in the streets or in a tavern or bar to "teach them a lesson." If the heroes overcome this battle, they won't be bothered by the Rumorsmiths again.

☞ Rumorsmith thugs (6-10): hp 12, see page 323

☞ Rumorsmith enforcers (1-3): hp 35, see page 322

KEY TO MERWICK

What follows are brief descriptions of key locations on the map of Merwick that represent a few of the Free Walled City's highlights.

MW1. GATE OF CROWS

This is the main entrance to the city named for the crow's nests that sit top the gatehouses. The Gate of Crows is actually three gates and a central road that leads through them all the way to the Syndicate Hall at the center of the city. This road is partially protected from the wind by sloping tiled roofs on either side of the street, allowing traffic to pass underneath shelter. Each gatehouse is a square turret that holds a garrison of Free City Watch. Raised iron gates or portcullises may be lowered to block passage; the gates are lowered every evening at sundown and raised again at sunrise.

Creatures: All visitors to the city are checked at each gatehouse by the Watch. Characters with obvious weaponry larger than a longsword (including spears, polearms, lances, battleaxes, and even longbows) are required to register them with the Watch. The Watch is also likely to require wizards' staffs, odd-looking mounts or animal companions, and anything else out of the ordinary to be registered. Convincing the Watch that they don't need to register anything will require considerable effort on the part of the heroes (+10 to any Bluff, Diplomacy, or Intimidate DC) due to the threat of Syndicate reprisal. There are at least a dozen members of the Watch in each gatehouse at any one time. Officer Guthrie Withers (NG male civilized human fighter 5) commands the three Gate of Crows garrisons.

- ☞ Free City Watch (12): hp 11, see page 320
- ☞ Officer Guthrie Withers: hp 37, see page 313

MW2. MERWICK WATERFRONT

The waterfront is really two separate locations, connected by a 30 ft. walkway and gatehouse. One is the common dockyard, where most of the city's maritime activity takes place and which features any number of small, smoky watering holes, shipping houses, gambling dens, and suppliers for the shipping industry. This is where the heroes' ship will be docked, unless it is very large (and anchored out in the Bay) or the heroes are extremely rich. The latter will get them access to the heavily guarded private wharves of the city's more wealthy and influential residents. The private wharves are lined with expensive eateries, skilled artisans who command a high price for their work, and the Syndicate's waterfront offices. Dozens of sailboats, private barges, and other recreational vessels are moored here. If the heroes flash a lot of steel around, they are likely to be closely watched and perhaps even escorted out of the private wharves. Bluff and Diplomacy will work wonders, of course.

While on the waterfront, the heroes will have an opportunity to repair broken equipment, gather information, find a place to stay, and purchase almost anything they could need for their seagoing voyages. The cost of almost anything in the *Player's Handbook* applies as written in Merwick, for the locals are enjoying prosperous times and can afford to keep their prices low. Magic items, magical supplies, and alchemical ingredients are all extremely scarce in Merwick, however. These will cost twice as much if the heroes can find a suitable dealer (DC 20 Knowledge [local] or Gather Information check).

Development: If the heroes are looking for a ship, the Ergothian Merchant Marine offers one such vessel (*Ackal's Prowess*, a square-sailed Ergothian ship anchored out in the Bay) under Captain Imogen Heliophan (LN female civilized human noble 5/mariner 5/fighter 2).

BRASS TIGERS IN MERWICK

THE Brass Tiger Company has come a long way in a relatively short amount of time thanks to the success of the company's mercenary actions in Nordmaar and Kern. Gwynneth Cordaric has recruited a number of captains to act as the unit commanders of smaller chapters of the Company around Ansalon. Locations such as Sanction, Tarsis, Gwynned, and Lemish all have chapters. The smallest, however, is that belonging to Captain Leomac Azcipoca (CG male nomadic human fighter 12). Leomac was once a member of the Feathered Plume, Khan Nacon II's personal guard in Nordmaar. The Khan of the Wastes suggested Leomac should see the larger world and do it for money and glory. Under Gwynneth Cordaric's guidance, the young cavalryman took a hand-picked group of fellow riders and volunteers and set off for the southwestern parts of Ansalon.

Captain Leomac's Brass Tigers are made up of Leomac himself, his sergeant Ptah-Ulfus (CG male half-

elf ranger 10), and fourteen Brass Tiger soldiers (CG male and female warrior 6). All Brass Tigers are wearing the distinctive Brass Tiger insignia, chain shirts, light steel shields, and longswords. The company is staying at the Ergothian Embassy as a favor on the part of the Ergothian envoy to Gwynneth, who is herself Ergothian.

Making contact with the Brass Tigers in Merwick and forming a relationship with Leomac, especially if the heroes were involved in the events of *Spectre of Sorrows*, earns them a +2 improvement to their Brass Tiger faction rating. The Brass Tigers are in this chapter in case the heroes need additional assistance outside of Merwick. Leomac has a contract at present with the Ergothian Merchant Marine, but it's a relatively open arrangement. If the heroes can convince the Ergothians that they need the help, a temporary leave of absence will be granted, and Leomac and his soldiers can accompany the heroes or carry out a mission on their behalf.

WHAT DOES AMARA KNOW?

THE Kagonesti adventurer and devotee of Chislev, Amara Moonhunter, can be a good source of information about the Kagonesti of Cristyne and recent events. She is somewhat laconic, not being used to long conversations, but if the heroes are asking about the elves, Frost, or other related topics, Amara will make her appearance. Use the following as a guideline to handling this discussion.

Who are you?

"I am Amara Moonhunter of the Whisper Owl tribe, descendant of Kaganos Pathfinder."

What do you know about the elves of Cristyne?

"I was raised here, among the tribes of the Fey Wood. I have been out in the world, far from here. I fought; I hunted. Now I am back. There are many more elves now, Kagonesti and Silvanesti and Qualinesti. More will come."

What do you know of Frost?

"The Great White Reaver. He is alone now, afraid,

seeks to deny his fate. We Kagonesti have fought him since he came to our lands. His end approaches. His, or ours."

What can we do here to help against Frost?

"An ancient evil has awoken here. It is cold in the Fey Wood. I have not seen it, but I can sense it. I see it in the faces of my brothers and sisters. Her power is everywhere. It is connected to Frost. It will bring doom to all of us. We must oppose it, defeat it, or we are lost."

How do we find this evil?

"A gathering is called, here in the city. Elves of all tribes together, to meet, to talk; it is an elfmoot. She will strike there, for she cannot bear it."

Do you know anything about Gilthanas?

[If Gilthanas is here, or has been here] "Yes. The elflord. He is on the island, but not here, not now."

[If Gilthanas has not been here] "I know of him. His love for the Silver Dragon is legendary. Is he not at Eastwatch, with the knights?"

An independent captain, Skullface (CG male venom draconian mariner 8), also plies the seaways around Southern Ergoth and Sancrist; for a modest fee and the promise of serving as protection on his privateer ship, *Rogue Traitor*, he will take the heroes to any open port in Western Ansalon.

11W3. KEG-ON-THE-WALL BREWERY

The *Keg-On-The-Wall* is Merwick's finest brewery and tavern, located between the first and second city walls, close to the Gate of Crows. It is large, able to accommodate as many as two hundred patrons, and crosses over three streets thanks to covered walkways on the second floor. The brewery proper is a large building built against the second wall, and the tavern has expanded out from there in the last two hundred years. The *Keg-On-The-Wall* has eight private rooms, three common rooms, a great hall for special occasions, two kitchens (one dedicated to elven cuisine), and numerous back hallways and alcoves for intimate meetings. The establishment is run competently by Clement Remokand (N male civilized human expert 7), whose family has owned the tavern for eighty-five years after winning it from the last owners in a legendary game of dice.

Clement never closes the tavern. It is open at all hours of the day and night, catering to any patron. This open door policy is unique in Merwick, so visitors often flock here despite the inflated prices of his beer and ales (double the *Player's Handbook* listed costs). Merwickfolk have a sense of investment in the tavern, so Clement never needs to hire protection or security. At any time, a half-dozen Free City Watch, Rumorsmiths, Solamnic Knights, or Brass Tigers will be on site ready to oust troublemakers.

Development: Refer to the scene "Welcome to Merwick" for events at this location. This is a good place

for the heroes to drum up information, arrange a meeting with any faction they are pursuing closer ties with, or stay for their time in Merwick. Because it never closes, the heroes could easily catch a nap in one of the private rooms if they are prepared to pay the equivalent of double the daily inn price for the room rental. If the heroes were unable to learn about the banquet being prepared for the following evening from Gather Information checks (see the scene "The Ravenous Banquet"), you might have one of the Solamnics or Brass Tigers let them know. More information about these two groups can be found in the sidebars "Solamnic Circle in Merwick" and "Brass Tigers in Merwick."

11W4. ELVEN QUARTER

This is a section of the city that has been more or less turned over to elven immigrants and refugees. The Syndicate officially instituted this ten years ago, and since that time, many businesses and craftsmen catering specifically to elven tastes have established permanent homes and shops here. Despite the welcome attitude towards elves on the part of the Merwickfolk, it is still a ghetto in many ways. The streets are narrower, the houses overcrowded, and the Free City Watch doesn't patrol in this part of the city. The Rumorsmiths, no friends of the elves, have made a point of roughing up "suspects" within the Elven Quarter.

Sylvyana's Wichtlani Ghouls Cult has gained a strong foothold here. Half the residents of the Elven Quarter are former Kagonesti servants of the Qualinesti or Silvanesti, brought up in noble households and forced to abandon much of their culture's traditions. Now that they are living on Cristyne, they are seeking to reclaim those ways and have sought out the other Kagonesti tribes in the Fey Wood. These bonds of ethnic reliance became the avenue

for Sylviana's cult to enter the city, and she now has a thriving base of followers within Merwick's walls.

Development: New arrivals have trickled in for the past decade, and one recent arrival is **Amara Moonhunter** (N female Kagonesti elf barbarian 9/druid 5 of Chislev). Amara grew up on Cristyne but left to battle the Dragon Overlords. She returned three weeks ago and is already beginning to realize that something is wrong in Merwick. If the heroes ask around in the Elven Quarter for information, Amara will seek them out and speak with them. See the sidebar "What Does Amara Know?" if the heroes go this route.

MW5. ERGOTHIAN EMBASSY

The Ergothian Embassy is an old three-story building in the middle district of the city between the second and third walls. It faces the Bay and resembles a classical Ergothian manor with arched windows and square, scalloped turrets at each corner. While not fully staffed, or even fully occupied, the Embassy acts as the residence of the ambassador, envoy, or representative of the Ergothian Emperor. Presently, this is **Captain Imogen Heliophan** (LN female civilized human noble 5/mariner 5/fighter 2), who keeps her offices here when she is in port. The captain has a small contingent of twelve Ergothian marines with her (LN male and female civilized human mariner 6/fighter 2), all of whom are fiercely loyal to Imogen and the Emperor. Also staying at the Embassy is a chapter of the Brass Tigers under contract with her Imperial Highness the Princess Mercideth. This group consists of **Captain Leomac Azcipoca** (CG male nomadic human fighter 12), a native of Nordmaar, and fifteen of his men and women. Leomac's loyalties lie with the leader of the Brass Tigers, Gwynneth Cordaric, who the players last met in Kalamán.

Factions: The heroes may track down the Brass Tigers here or come to speak with the Ergothian Merchant Marine about passage on a ship. Both factions could provide information about the status of the opposition to

Gellidus or whether Gilthanas has been seen in Merwick. Neither Imogen nor Leomac have seen Gilthanas, although Leomac knows him from when he was in Wulfgar months ago. If the heroes talk with either of these captains, they might be able to improve their faction ratings. See also "Brass Tigers in Merwick" for more information.

Provide information about Solamnic, Dark Knight, or Whitescale Society activity in other regions: +2 EM, +2 BT

Provide information about any other faction: +1 EM, +1 BT

MW6. SANCTUARY

This is a collection of three domed shrines set into a triangular configuration and connected by breezy open galleries or cloisters. Each shrine has an entrance which faces the center of the Sanctuary, where gardens and statuary offer meditative inspiration to pilgrims and worshipers. Inside, the shrines are simple and functional with a mosaic floor, an altar at the far end opposite the entrance, and reed mats for sitting or kneeling. Lighting comes from cleverly designed skylights that trap ambient daylight from outside the dome and reflect it into the shrine. At night, candles in racks near the altar provide illumination.

The three shrines were once dedicated to the popular gods of Ergoth: Corij (Kiri-Jolith), Matheri (Majere), and the Blue Phoenix (Habbakuk). After the Second Cataclysm, the shrines were abandoned for almost twenty years until pilgrims from the Citadel of Light arrived in Merwick, offering insight and assistance to the city as the Kagonesti refugees began to arrive. The Sanctuary was turned over to these mystics, who upheld some of the older traditions of the three patron gods but also fostered a spirit of independence that Merwick had always believed strongly in. Even now, with the return of the gods and the sweeping conversion of many mystics to the faith of the Holy Orders, the Sanctuary continues to be run by

SOLAMNIC CIRCLE in MERWICK

MERWICK hosts a small circle of Knights of Solamnia under the leadership of Lady Ginervra Northwell, a Knight of the Sword. The circle operates out of a citadel on the bluffs above the Free Walled City of Merwick, but while the citadel can accommodate a large number of knights, the present garrison is small due to the recent distribution of forces required in the retaking of Solamnia under Lord Lorimar.

Lady Northwell's circle has fifteen Squires of the Crown (human fighter 3 [3], human noble 1/fighter 1 [3], human noble 1 [4], human fighter 1 [5]), ten Knights of the Crown (human fighter 4/Knight of the Crown 4 [4], human fighter 4/Knight of the Crown 2 [6]), and five Knights of the Sword (human fighter 6/Knight of the Sword 2 [2], human noble

3/fighter 5/Knight of the Sword 1 [3]). None of Lady Northwell's knights, including herself, are Clerists (divine spellcasters, such as mystics or clerics); all of the spellcasters were reassigned to Sancrist in the past couple of months to attend the Whitestone Council's discussion on the Solamnic reclamation. All of Lady Northwell's Rose Knights were also called back; their noble counsel was considered more important in Sancrist than Merwick.

The Circle at Merwick also hosts a small group of men-at-arms, mostly transferred from Castle Eastwatch: human warrior 6 (3), human warrior 3 (6), human warrior 2 (12), human warrior 1 (28). All men-at-arms are equipped with chainmail, longswords, spears, and light steel shields. All equipment is masterwork quality.



Citadel-trained mystics. Smaller temples to the gods have been established elsewhere in the city, but the Syndicate has thrown its full support behind the mystics of the Sanctuary, who in turn prudently support the government of the syndics.

Creatures: The Sanctuary currently has six mystics in residence: Sebo Vencal (NG male nomadic human mystic 10 of Community/Citadel mystic 3), the Sanctuary's First Master; Declan Goss (NG male civilized human mystic 6 of Restoration/Citadel mystic 1), Sebo's assistant; and four acolytes (NG male hill dwarf mystic 4 of Earth, LG female civilized human mystic 4 of Sun, CG female half-elf mystic 4 of Luck, and NG male civilized human mystic 4 of Healing). The Sanctuary extends its aid to newcomers as well as locals, so if the heroes are in need of their abilities and make suitable donations (equivalent to the costs listed in the *Player's Handbook* for spellcasting), they will be taken care of. If, on the other hand, they are seeking information or answers to questions, they will find the mystics of the Sanctuary remarkably close-mouthed.

MW7. SYNDICATE HALL

At the very center of the city is an impressive palatial structure with a pillared façade and extensive ivy growth. This is Syndicate Hall, the seat of power in Merwick and the most heavily guarded building in the city. Here, the four syndics run the affairs of Merwick's government as representatives of the citizens. In truth, the syndics are deeply tied to various groups, merchant houses, and wealthy individuals who seek their own benefit from the Syndicate. The syndics are not evil, merely gullible and self-interested; indeed, Syndic Mesimio Watertrap (NG male civilized human expert 8) and Syndic Ethel Eberwood (NG female civilized human commoner 3/expert 5) are quite compassionate when given the chance. However, money and special interests have a firm grasp on their activities in the Syndicate.

Because they can rarely agree on anything, many of Merwick's citizens believe the syndics to be a relatively harmless group of bureaucrats. In the past year, however, the syndics have reached unanimous decisions on many civic matters thanks to the moderating influence of an "astrologer," Viktor Chiaroscuro (N male old shadow dragon). The shadow dragon takes the form of a human from Tarsis who casts the fortunes and fates of the Syndicate in order to steer policy and decision. Chiaroscuro, whose true name is Adumbrant, remembers nothing of his life before the return of the gods at the end of the War of Souls. In Merwick, he hopes to create a stable enough position that he can watch and observe in relative safety. He knows Sylvyana has risen to power in Baleph, but he is unwilling quite yet to do anything about it.

Development: If the heroes seek audience with the syndics, they will find that getting all four of them in one place is almost impossible. Meeting with one is a simple matter. Syndic Mesimio is concerned mainly with public safety. Syndic Ethel has a strong role in city works. Syndic Bruliard Athelbec (LN male civilized human expert 4/warrior 4) likes to ensure that the Free City's

defenses and Watch are well kept. Syndic Pratchet du Saunt (N male civilized human rogue 7) is in the pay of the city's smuggling rings and quietly endorses the black market. Each syndic will support their primary area of interest, but all of them are capable of inviting the heroes to the banquet on the following evening if asked about it. Otherwise, their role in the adventure is somewhat secondary (unless things *really* get out of hand).

MW8. SOLAMNIC CITADEL

Like most Solamnic forts, the Citadel at Merwick is a strong, reinforced stone keep with a lower curtain wall that encloses outbuildings, stables, a forge, and other necessary structures. The Citadel stands on the bluffs overlooking the city, and a road leads up to it from the Knight's Gate. A secret tunnel leads to the city from the Citadel's dungeon, emerging in the basement of a wine merchant's shop. If the party includes one or more Solamnic Knights, this secret will be revealed to them if they speak at any length with one of the knights from the Citadel.

Factions: Ginervra Northwell (LG female civilized human fighter 8/Knight of the Sword 4) is a protégé of Riva Silverblade, the commander of the Solamnic Circle at Castle Eastwatch. Lady Northwell is efficient, but she is personable and fully understands that Merwick is full of very colorful characters from all walks of life. She does not believe her role is to play at being judge and jury. Indeed, she relies on the Syndicate and the Free City Watch to do their jobs, while she maintains a tightly knit operation of knights in support of Castle Eastwatch and Sancrist. Lady Northwell will be happy to host any Solamnic knights or nobles, and their allies, for the duration of their stay, and she invites them to the banquet if they haven't already been given invitations. If asked about Gilthanas, Lady Northwell seems shocked that he is acting the way he is. The Gilthanas she knew was always courageous, bold, and stubborn. She is certain he should be given the benefit of the doubt, and that Frost must be holding something terrible over his head to make him do what he has done.

Among other things, the Solamnic Circle at Merwick can accommodate all important Solamnic rituals, ceremonies, approvals, and services. Lady Northwell acts with the blessing of the Whitestone Council and Grand Master Ehrling, so if the heroes need any of these functions, they can be hastily carried out when appropriate. See sidebar, "Solamnic Circle of Merwick" for more information.

SCENES IN MERWICK

The following scenes occur over the course of two days, beginning with the arrival of the heroes and ending with the arrival of Belthanos, the elven Regent. These scenes serve to set up the Banquet, which has its own section. You may choose to expand or develop other parts of Merwick to suit your players, but keep the following scenes in mind while keeping track of the heroes' movements.

SCENE: WELCOME TO MERWICK [EL 17]

This scene occurs soon after the heroes arrive in the Free Walled City, either by ship or through one of the city gates (such as the Gate of Crows). Read or paraphrase the following as they walk through the city:

A cold, clinging fog blankets the streets of the Free Walled City of Merwick. Even in late summer, the ever-present murk remains stubbornly present, muffling sound and swirling around the legs of the city's residents. The city is full of people, though because of the way the mist plays with the senses, you can only be sure of this by the fact that no two people look alike as you walk among them. The streets are narrow, a maze of glistening granite buildings pressing together overhead as if ready to swallow the unwary visitor. The swinging sign of the *Keg-On-The-Wall* brewery provides a welcome respite, however, with the warm smells of the common room drifting out into the public square and drawing in stray patrons with the promise of hops and barley. The atmosphere takes a sharp turn for the worse when a patron is tossed through one of the common room windows, sending glass, splintered wood, and howls of protest onto the cobblestones.

The Situation: An argument within the *Keg-On-The-Wall* turns violent as the heroes arrive. The individual tossed through the window is Morris Bain (N male civilized human rogue 6), a second-rate smuggler who recently came into possession of a small supply of *allomanya*. The Ogrunkiner Twins found out and have come to teach Morris a lesson. Because of a recent deal with the Syndicate, the Ogrunkiners are being left alone by the Free City Watch, so the heroes are the only ones on hand to do anything about the fight.

Creatures: The Ogrunkiner Twins, Ari-Bando and Esa-Bando (CE male half-ogre rogue 7/inquisitor 7), are the Whitescale Society agents in Merwick. They are confident that nobody will try to stop them, and they certainly have no idea the heroes are here. Morris Bain will get to his feet, trying to dust himself off; the Twins emerge from the Brewery, a pair of enormous individuals dressed in sleeveless white leather tunics, leggings, and boots. Their style of dress may remind the heroes of the Whitescale Claws in Kalaman; the twins also have the Whitescale Society scales hanging around their necks. Although members of the Watch are in the public square and inside the brewery, none of them will do anything to help.

☞ **Ogrunkiner Twins (2):** hp 55, see page 313

☞ **Morris Bain:** hp 36, see page 312

Tactics: The Twins clearly outclass Morris. The smuggler sees the heroes, yells out a plaintive "Help!" and then turns to face the Twins with only a knife. Unless the heroes intervene, Ari-Bando steps up and swings at

Morris with one meaty fist, knocking him flat. Esa-Bando then steps up, kicks Morris in the ribs, and shouts, "Tell us where the shipment is, Bain! You don't want to get us angry!" Morris is incapable of answering, as his jaw is broken, but the Twins don't take this as a good excuse. They will beat him senseless and leave him in the square to die before heading back inside.

Development: If the heroes jump in to save Morris, the Ogrunkiner Twins will turn their attention to the party. They will fight the heroes for a couple of rounds until they realize how good the heroes are then withdraw, hoping to retreat into the fog-shrouded streets. If the heroes follow them, the Twins head to the docks, try to give the heroes the slip, and if this fails, they will turn and fight once again. If the heroes defeat the Twins, they will find three vials of *allomanya* on each half-ogre. The Twins have another dozen vials back at their rented apartment along the docks. They can't provide much information to the heroes other than to say they come from Daltigoth, they're the distributors for *allomanya* in Merwick, and they're supposed to cement the deal with the Syndicate tomorrow night at the banquet.

If the heroes don't intervene, Morris will eventually be helped out by one of the mystics from the Sanctuary, who will round up a number of patrons to take him to the Sanctuary for healing. The heroes may choose to accompany Morris or follow him. Whether they question Morris there or after saving him from the Ogrunkiner, the smuggler will be able to tell the heroes that he stole a crate of twenty four vials of *allomanya* from the Ogrunkiner's ship three days ago and has been trying to determine how to resell it. The crate is in his warehouse along the docks.

Factions: The only real faction in this scene is the Whitescale Society, although the Brass Tigers and Solamnic Knights will hear about any interventions. If the heroes step in, increase their faction rating with the Brass Tigers and Solamnic Knights by +2 and decrease their rating with the Whitescale Society by -2. If the heroes do not intervene, their rating with the Whitescale Society goes up by +1 and their rating with the Brass Tigers and Solamnic Knights decreases by -1.

Experience Awards: Obviously, stepping in to save Morris from the Twins will earn the heroes experience for challenging the Whitescale Society. Even if they don't save Morris, investigating the Twins or Morris may also provide opportunity for roleplaying.

SCENE: AN OLD FRIEND [EL VARIES]

This scene takes place on the heroes' first night in Merwick. Once they have a place to stay or have encountered some of the NPCs in town (such as Amara Moonhunter, Leomac of the Brass Tigers, or Captain Imogen of the Ergothian Merchant Marine), word will have traveled enough to draw the attention of Lothian, the elven mystic who the heroes battled in *Spectre of Sorrows*, now a bound spirit.

Read or paraphrase the following:

After the sun passes behind the Peaks of Baleph to the west, Merwick's fog-



blanketed streets grow dark, and the crowds grow scarce. The city retreats into taverns, side streets, and houses of ill repute. Sputtering hurricane lamps burn at each street corner and sway crazily in the stiff wind blowing off the Bay. And yet, the city still manages to evoke a sense of disarmingly comfortable calm. Out of the darkness moves a figure, an elf, one you know. His clothing is ragged, his features drawn and pale, even moreso than when you last saw him in Kalamán. It is Naelathan Shadowdark, the kirath agent of the Silvanesti of Pashin. His eyes search you briefly before he speaks. “Here you are,” the elf says. “I’ve found you. We have much to discuss, and I have very little time.”

The Situation: This really is Naelathan, but he is possessed by the spirit of Lothian. Lothian has inhabited Naelathan’s body for some time; a day or two after the heroes last saw the elf preparing to depart with Father Jon Bolitho, Lothian’s spirit emerged from the *Tears of Mishakal*, where it had been stowed by Chemosh in direct challenge to the power of the goddess. Once Lothian had possessed the kirath, he knocked Father Bolitho unconscious and summoned Sylviana’s wyverns to transport them both to Cristyne. When Lothian meets the heroes, Naelathan’s spirit gains a renewed sense of will; Lothian struggles to remain in control. If forced to leave Naelathan’s body, Lothian must recover within the *Tears of Mishakal*, which are now in the hands of Sylviana. While at first a pawn of Chemosh, Lothian’s spirit is far too strong to be dominated for long. With Chemosh’s attention elsewhere, Lothian is seeking to undo Sylviana’s plan (which he knows will bring doom to all of the elves of Krynn) and gain release from his bound state. The heroes are naturally Lothian’s best hope.

Creatures: Naelathan Shadowdark (CG male Silvanesti elf bard 7/fighter 4/horizon walker 2) is still alive but possessed by Lothian Shadowbrow (NE male bound spirit Silvanesti elf mystic 12 of Trickery/lore master 6). Lothian only has 10 more minutes at best within Naelathan’s body before his spirit is forced out, so he tries to make the conversation speedy, concise, and to the point. Read or paraphrase the following key points:

“You thought you had beaten Chemosh and stopped his plans? You have not. The elves of Krynn are in grave danger. I do not have the time or the energy to explain how it is I come to be here, or what has happened since we last met. You are here on Cristyne to find a great dragon skull, yes? To follow the Qualinesti lord Gilthanas? It is all connected. You must attend a banquet tomorrow night, here, in this city. What you need to do to stop Chemosh, find the dragon skull, and save the elven people will come to light there. I must leave the city, but we will meet again soon.”

Development: Naelathan’s aura is confusing when looked at through divination magic. *True seeing* will show

he is truly Naelathan Shadowdark, but an ethereal presence is coexistent with him. Spells that *detect alignment* or *detect thoughts* give a confused reading, as if the kirath were under a *mind blank* spell effect. As Lothian’s spirit is telling the truth and sincere, a Sense Motive check (DC 20) will impart this to the heroes, although there is definitely something wrong with Naelathan. He appears stressed, anxious, and keen to leave.

Once he has shared his information with the heroes, Lothian attempts to depart. If it seems as if he will be followed or pursued, he makes use of *time stop* to give him some distance, then *greater invisibility* to pass without detection out of the city and into the surrounding countryside. There, he hopes to incapacitate Naelathan and return to the *Tears* in Baleph. Lothian knows the heroes will be suspicious, but he is counting on their curiosity and motivation to recover the skull, find Gilthanas, and perhaps save the elves. If the heroes don’t seem to be interested in any of this, he’ll resort to other methods later.

If the heroes leave the city and locate Naelathan’s body, they will encounter a group of Wichtlani Kagonesti elves alerted by Sylviana to the kirath’s disappearance (see “Random Encounters” on page 127). This will give heroes who are itching for a fight something to do as well—and implicate the Kagonesti even further in the plot of the Ghoul Queen.

Experience Awards: Although there is a good chance there will not be any conflict in this scene, how the heroes interact with Lothian/Naelathan might suggest a roleplaying award, especially if the players figure out that there is more to Naelathan than it appears.

SCENE: ARRIVAL OF BELTHANOS [EL 15]

This event occurs mid-morning on the day after the heroes arrive in Merwick. You can adjust the time as needed, but it should take place prior to the banquet and after they encounter Lothian and/or Amara Moonhunter.

Read or paraphrase the following:

The Free Walled City’s usual muffled morning din is interrupted by the clear, piercing sound of horns down by the docks. By the ethereal quality of the notes and the exchange of words between nearby locals, it is clear another ship of elves has arrived in Merwick. This time, however, it is no refugee vessel, packed with Silvanesti stragglers and half-starved Qualinesti—this is a diplomatic ship, bearing delegates, nobles, and envoys to the Free Walled City.

“He’s here!” shouts a young, skinny elf of Silvanesti origin, wearing the latest in local Merwick elven clothing. “It’s Belthanos! They’re saying it’s Belthanos from Silvamori! He’s here!”

The Situation: Regent Belthanos (LG male Silvanesti elf noble 16) has journeyed to Merwick at the invitation of the Syndicate. With him is his full complement of

servants, aides, guards, and courtiers. The regent has spent over forty years in Silvamori, and recent efforts that have contributed to the creation of a unified Ergonesti have given him considerable understanding in the forming of productive coalitions. Belthanos expects to lead discussion with the Syndicate and other elven representatives at the banquet; with Merathanos remaining in Southern Ergoth, Belthanos finally feels free to express his views candidly.

A DC 20 Knowledge (local) or Knowledge (history) skill check, or equivalent, will remind the heroes that Belthanos is the aging elven regent of Ergonesti, the elven community in Southern Ergoth. He is known as a firm, gaunt, and occasionally harsh aristocrat, disdainful of the elven Diaspora on the mainland and critical of the activities of the Solamnics, Legion of Steel, and Wizards of High Sorcery, none of which have thus far done anything about the “elven problem.”

The Regent makes a very tempting target for those who are sick and tired of the elves in Merwick. As the procession makes its way from the wealthy dock area to the middle of the city, there are four points at which the procession might be attacked or ambushed (as indicated on the Merwick map). Although Free City Watch members are posted at each of these four points, the threat is more powerful than they are. A DC 30 Gather Information (with a special short duration), Listen, Search, or Spot check will give the heroes a clue that something is going to happen to the procession and allow them time to head to the route.

Creatures: An intolerant group among the Rumorsmiths has decided to prevent the meeting between the elves and the Syndicate and is planning a violent,

deadly attack on the Regent’s procession. The group consists of a dozen thugs (CN male and female human rogue 4, CR 4), four elfkillers (CE male and female human rogue 5/assassin 5, CR 10), and two summoners (CN male dwarf sorcerer 9, CR 9). On hand are eight Free City Watch guards (NG male civilized human warrior 2) and four of Belthanos’s personal elven guard from House Protector (LG male Silvanesti elf paladin of Mishakal 3/fighter 7).

☞ Rumorsmith thugs (12): hp 12, see page 323

☞ Rumorsmith elfkillers (4): hp 35, see page 323

☞ Rumorsmith summoners (2): hp 41, see page 323

☞ Free City Watch (8): hp 11, see page 320

☞ House Protector bodyguards (4): hp 73, see page 321

Tactics: Choose or randomly determine (1d4) at which of the four checkpoints the Rumorsmiths will stage their attack. Each checkpoint is a fairly open square lined on either side by crowds, with a 30 ft. wide gap between them through which the procession marches. As each checkpoint stops at a gate or flight of steps, it acts as an ideal ambush point.

The setup takes place over four rounds. The Rumorsmiths are in place on either side of the processional route: thugs on one side, elfkillers and summoners on the other. The Watch and elven guard protect the Regent as best they can throughout the battle. Use the following round-by-round guide for the tactics of the enemy characters.

Round One: First, the summoners cast *summon monster IV* to summon an ooze mephitis and 1d3 Small air elementals. In the same round, the thugs rush the Free

WICHTLANI ALLOMANYA

THE form of *allomanya* used by the Ghoul Queen and introduced in this section of the adventure is an even more purified serum than that produced by Tdark at Daltigoth. Sylvana’s *allomanya* transforms elves into ravenous and feral creatures, although the effect can be controlled with the proper ritual and administration of the potion. The latter is what Sylvana has done with her Wichtlani ghoul cult. The *allomanya*-laced food at the banquet, on the other hand, is designed to produce uncontrolled mania.

For most creatures, the refined *allomanya* is exactly like the kind used by the Whitescale Society. Refer to Appendix I: Monsters and Magic and Chapter Five: The Doom of Daltigoth for more information on *allomanya* and its enhancing (and addictive) properties. Elves, half-elves, centaurs, fey, and other creatures with elven, sylvan, or fey blood experience additional effects. Once the proper dose is reached, the subject becomes ravenous. He or she must constantly eat something, preferably something that was once a living creature, in order to stave off the pangs of hunger. Characters who fail their addiction saving throw must make a DC 20 Will saving throw each round whenever they are around

meat or stop to gorge upon it. While eating, a character loses his or her Dexterity bonus to AC and cannot cast spells or perform other actions requiring concentration. If separated from the food or prevented from reaching it, the afflicted character flies into a rage as a barbarian of his or her character level. Afflicted characters gain a secondary bite attack (1d3 damage plus 1/2 Strength bonus) at –5 and the benefit of Improved Grab; characters who succeed at a grapple check may bite automatically. Characters under the influence of Wichtlani *allomanya* also experience all of the usual side effects of *allomanya* as detailed in Chapter Five.

Elven or half-elven player characters will be subjected to the above effects, just as the NPC elves will be. For the purposes of this adventure, the NPCs do not gain a saving throw; the effects are automatic. You should take the players aside and explain that their characters are becoming increasingly hungry, until the third course is served and they experience the full effects. You should remember to award XP to players who roleplay this convincingly, even though they would probably prefer not to turn into a ravenous cannibal.



City Watch, using surprise and flank attacks to eliminate as many of the Watch as possible, and the elfkillers begin to study Belthanos in secret.

Round Two: The following round, the summoners cast *summon monster IV* again, summoning a pair of howlers while directing the mephitis and elemental to attack Belthanos and his House Protector guards. The thugs continue to attack the Watch.

Round Three: The summoners use attack spells such as *stinking cloud*, *acid arrow*, or *ice storm* to harass and inconvenience the heroes or the elves, while the thugs attack the remaining Watch and assist the summoned monsters in attacking the elves.

Round Four: The summoners cast *invisibility* on the elfkillers, who then leap into the fray, targeting the Regent with their death attacks. The other Rumorsmiths strike at the elves or assisting heroes.

Round Five onwards: The Rumorsmiths retreat into the crowd if they have been unable to assassinate the Regent, and the heroes may choose to let them go or pursue. The summoners direct their summoned creatures to harass the heroes as they withdraw.

Development: Depending on the heroes' involvement in the attack, the Regent may or may not request to see the heroes in private after the attack has been resolved. If the heroes aided or protected Belthanos, he will be suitably grateful. A somewhat haughty and conservative figure, praise from the Regent of Ergonesti is notable indeed. Belthanos will invite the heroes to the banquet at the Syndicate Hall himself, if they have not already been extended an invitation. He will also assure them that his presence in the city is in the name of unification and peaceful accord, and he hopes no more violence will result. He tells the heroes they will be welcome in Silvamori and Qualimori at any time; even though some (or all) of them are outsiders and not elves, the Regent is willing to set aside his somewhat xenophobic tendencies in this case.

If the heroes did not help the Regent, or if he was critically injured (or killed), they will not see Belthanos again until the banquet. He will be hurried away by his bodyguard, the Free City Watch, and other helpers. If killed, his body will be taken to the Sanctuary, whereupon the mystics will do what they can to either bring him back from the brink of death or preserve his body for the return back to Silvamori. Belthanos's death will sour the banquet but will not postpone the event; instead, one or more additional dignitaries from Ergonesti who arrived on the ship will go in Belthanos's stead.

Factions: The heroes' actions in this scene may have an impact on a number of faction ratings:

The heroes arrive at the scene, but do not intervene to protect Belthanos: -2 KS, -2 EM, -1 BT, -1 WS

The heroes arrive at the scene and aid Belthanos, but Belthanos is killed/badly injured: +1 KS, +1 EM, +1 BT, +0 WS

The heroes arrive at the scene, aid Belthanos, and keep him from being badly hurt: +4 KS, +4 EM, +2 BT, +1 WS

Experience Award: This is an excellent opportunity to get additional experience and story awards from combat,

roleplaying, and perhaps a few ad hoc XP benefits if the PCs have acted suitably heroic. Of course, the heroes may not have intervened, in which case this won't give them much in the way of experience, but it's possible that the justification for their abstinence meets other award conditions.

THE RAVENOUS BANQUET

This major event, known as the Elfmoot, takes place on the evening of the second day. As it is somewhat complicated and involves a number of NPCs, you should become familiar with it and the capabilities of the characters before running the scenes that occur within it. To assist in running things smoothly, a timeline of sorts is provided for the banquet and related events.

The banquet is Sylvyana's attempt to get as many elven dignitaries and other key players together in one place, exposing them all to her purified *allomanya* derivative. Like the other *allomanya* formula, Sylvyana's version is created with elven blood and necromantic rituals. It is one step further from the original ogre titan potion introduced by Dauroth in the east, for not only does it enhance the physical properties of those who ingest it, it turns elves into cannibals, making them hungrier and hungrier, submerging their morality beneath an overwhelming primal need. With this in mind, she has directed her agents within Merwick to lace all of the banquet food and drink with large doses of Wichtlani *allomanya*. The result will be a horrific scene of ravenous elves desperate to fill the gnawing holes in their stomachs with whatever they can eat—even each other.

During the banquet, there will be a mysterious visit from the shadow dragon, Adumbrant—known to the Syndicate as their Tarsian astrologer, Viktor Chiaroscuro. He brings a warning based on signs he has seen in the heavens. The event ends with Sylvyana making an appearance. She requires the carnage of the banquet in order to corrupt the *Tears of Mishakal*—which she has in her possession, having taken them from Naelathan and Father Bolitho. The heroes must try to prevent the banquet from becoming a complete disaster, as well as defend the elves from each other and from Sylvyana's Crows, her elite Wichtlani minions.

GUEST LIST FOR THE BANQUET

The following groups, and members of those groups, are invited to attend the banquet at the Syndicate Hall.

Syndicate—All four syndics are present: Syndic Bruliard Athelbec (LN male civilized human expert 4/warrior 4), Syndic Mesimio Watertrap (NG male civilized human expert 8), Syndic Ethel Eberwood (NG female civilized human commoner 3/expert 5), and Syndic Pratchet du Saunt (N male civilized human rogue 7). Each syndic has brought a clerk (N male and female civilized human expert 4) who is present to record details and furnish paperwork if needed. The clerks are not permitted to eat. None of the Syndicate is armed.

Solamnic Knights—Ginervra Northwell (LG female civilized human fighter 8/Knight of the Sword 4) and four

Knights of the Crown (LG male fighter 4/Knight of the Crown 4) are in attendance. All five knights will be eating. Ginervra is armed with her light mace and dagger, while the Crown knights are armed with daggers.

Ergothian Merchant Marine—Captain Imogen Heliophan (LN female civilized human noble 5/mariner 5/fighter 2) and four Ergothian marines (LN male and female civilized human mariner 6/fighter 2) are at the banquet and armed with rapiers. All five Ergothians will be eating.

Brass Tigers—Captain Leomac Azcipoca (CG male nomadic human fighter 12) and Ptah-Ulfus (CG male half-elf ranger 10) are present. Both officers are armed with short swords. The soldiers from the company are having a rowdy dinner in the city. Both officers are eating.

Kagonesti of Fey Wood—Sanuya Redcloud (NE male wichtlani Kagonesti elf barbarian 3/rogue 3/ranger 6) and twelve Kagonesti braves (NE male and female wichtlani Kagonesti elf barbarian 4/ranger 3) are present. None of the Kagonesti are wearing distinctive warpaint or carrying more than a large serrated knife. All will eat, but they won't be affected by the food.

Ergonesti Diplomats—Regent Belthanos (LG male Silvanesti elf noble 16), nine courtiers from Silvamori (LG male and female Silvanesti aristocrat 5), nine courtiers from Qualimori (NG male and female Qualinesti aristocrat 3/expert 2), and four bodyguards of House Protector (LG male Silvanesti elf paladin of Mishakal 3/fighter 7) are in attendance. The bodyguards are not eating, but the rest of the elves are. The bodyguards and Belthanos are armed with rapiers, while the rest are unarmed.

For statistics blocks for the major players in the above list, see Appendix Two: Characters and Creatures.

TIMELINE OF THE BANQUET

Use the following timeline to determine the banquet's progress. Eleventh Watch is 5pm.

Eleventh Watch: Guests begin to arrive. Drinks served. Discussion in the galleries.

Twelfth Watch: Guests called to the tables. Antipasto course served. Short performance by entertainers.

Evening Watch: First hot course served. Sunset at Evening Watch falling, 20 (7:20pm). Elves begin to show effects.

Last Watch: Third course served. Viktor Chiaroscuro arrives. Elves become ravenous.

Afterwatch: Dessert course served. Elves go berserk. Sylvyana arrives with her Crows.

GETTING TO THE BANQUET

Syndicate Hall is located in the center of the city at area MW7 on the map. Late in the afternoon, the Gate of Crows is opened to provide access from the outermost parts of the city. The route to the Hall is easily discovered; if the heroes have not already been there, any locals or officials they encounter should be able to provide directions. When the heroes arrive, read or paraphrase the following:

The Syndicate Hall, in the heart of Merwick's innermost city ward, is an impressive tribute to the power of oligarchy. The approach is paved with heavy slabs of granite and lined with tall poplar trees. Paper lanterns swing from branches and iron brackets. The omnipresent noise of cicadas in the undergrowth gives the evening a mellow atmosphere, and the smells from the hall's kitchens bear the promise of wonderful local food. Guests have already begun to arrive, milling about the front courtyard, drifting in and out of the huge front doors and into the interior galleries of the palatial Hall. There are many guards, recruited from the Free City Watch, stopping new arrivals and searching them thoroughly. A young purple-robed man waves a wand every once in a while, studying the arcane results upon bemused elven guests. The Syndicate of Merwick clearly places a very high priority on security.

The Setup: The heroes should have been invited to the banquet at some point in the past 24 hours or so. Invitations may have come from the Syndicate, the elven Regent Belthanos, or Lady Ginervra Northwell of the Solamnic Citadel. Alternately, the heroes may just decide to crash the party and show up at the Syndicate Hall without an invitation. Doing so will require some clever use of Diplomacy or Bluff; if the heroes pull some influence from one of their factions (a DC 25 faction check), they can forego any of this underhandedness or social acrobatics. At the very least, the heroes should be dressed for the occasion.

Only light weapons (including rapiers, but not spiked chains or whips) are permitted in the Hall. Any hero trying to get in with a longsword or a battleaxe, even with an invitation from the Syndicate, will be asked to hand over the items. The same is true for obviously dangerous magic items such as wands or staffs—the Syndicate employs a young mage named Tremaud (LN male civilized human sorcerer 6) who specializes in spells such as *arcane sight* and *detect magic* and typically carries a *wand of arcane sight* (30 charges, CL 6th) and *wand of dispel magic* (30 charges, CL 6th) on his person. Tremaud, in fine purple robes, stands outside the entrance and forms part of the posted guard for the Syndicate Hall the night of the banquet.

Development: Once the heroes are past the doors, they can spread out or remain together. This is a good opportunity to be in contact again with those NPCs they met earlier or to introduce themselves to NPCs they didn't get to meet before. Use the information provided in the guest list to inform the heroes of who is in attendance. Drinks are carried on trays into the pillar-lined galleries by servants in livery. The heroes will be permitted to drink as much as they want; it's all being taken care of, the guards and the syndics will say. After an hour, the guests will be called to dinner at the table.

If the heroes try to enter the Syndicate Hall in some other fashion, such as the kitchens, they may be stopped by the Watch if they aren't discreet. For the first hour, while the other guests are sharing drinks in the galleries, the kitchen staff and servants in the Hall are working busily to get the first few courses ready. Divination magic will reveal a definite sense of unease around the place, especially in the kitchens. Feel free to describe a grumbling cook and an intractable beer-tapper arguing over something minor to throw the scent off the conflict to come.

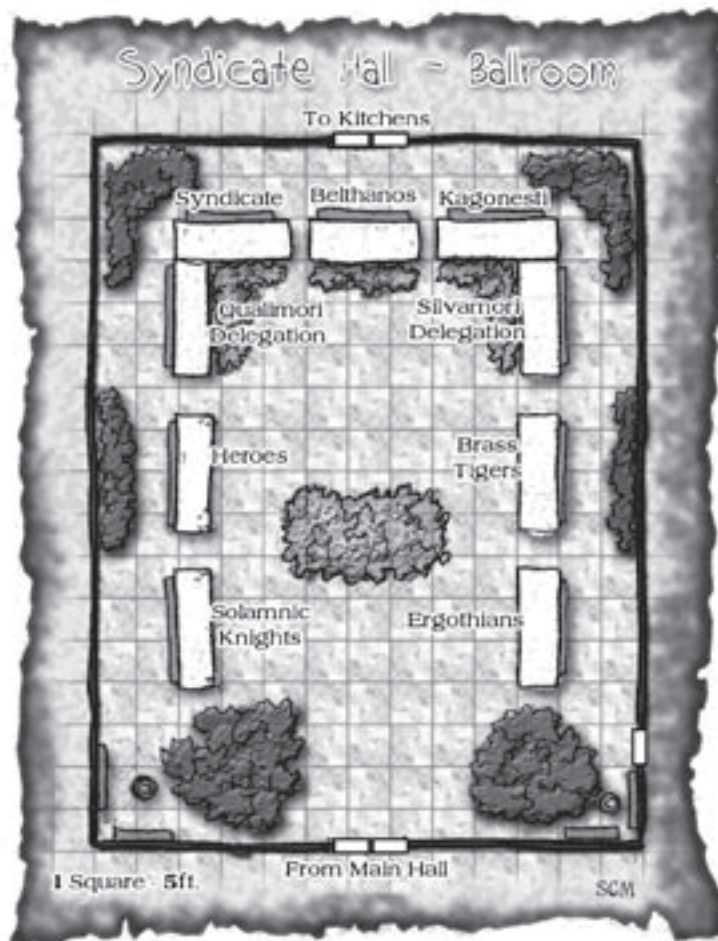
AT THE BANQUET TABLE: FIRST COURSE AND ENTERTAINMENT

The banquet will be held in the Syndicate Hall's enormous ballroom conference chamber. The tables have been set out in a horseshoe shape, with seating around the outside so servants can bring in the dishes from the kitchens and set them before the guests at various points in the evening. When the heroes arrive at the ballroom, read or paraphrase the following:

The largest room in the Syndicate Hall is a ballroom, devoted this evening to the Elfmoot Banquet. The syndics have contracted dozens of feast planners, chefs, entertainers, and craftsmen to transform the already opulent ballroom into a magnificent reflection of fabled Silvanesti. Living hawthorn and ash trees, rows of flowering bushes, a carpet of grasses, and large crystal bowls of rosewater have been placed around the room, framing the banquet tables with sylvan elegance. The last rays of sun stream in through stained glass windows high on the walls. The elven delegates mill about, nodding approvingly at the spectacle. The other guests exchange words of amusement, indifference, or surprise on the way to their seats. The syndics, for their part, seem thoroughly pleased with the results of the great expense.

"Please, honored guests!" calls Syndic Mesimio Watertrap, a balding overdressed fellow in yellow silks. "Take your seats, and the antipasto will be served. We have much to discuss and much to partake this evening! Let the banquet begin!"

The Setup: The heroes are assigned seats along the left-hand side of the horseshoe of tables, with the Solamnic knights to their immediate right and members of the Qualimori delegation to their left. This places them on the opposite side of the room from the Ergothians, the Silvamori delegation, and Brass Tigers; the Syndicate, the Kagonesti, and Belthanos occupy the head of the table.



There are three entrances to the room, one to the north (to the kitchens, behind the head of the table), and south (to the galleries and front of the building), and a side door on the far wall from the heroes' seats that leads to the servants' wing. If, for some reason, anybody is missing from the feast, their place setting will be carefully removed ahead of time and the other seats adjusted to avoid leaving an obviously empty chair.

The first course is the antipasto: a series of cold dishes including pastries stuffed with minced vegetables, carved radishes, sweet salads with honey and fruits, and dipping sauces for bread. Servants bring the trays in, overflowing with food, and place servings before each guest. While the guests eat, a trio of elven musicians and a quartet of kender tumblers file into the room, putting on a fairly adequate performance. The syndics and other guests will chat idly and comment on the entertainers without talking about much of import.

Development: If the heroes are cautious and inspect the food, study the entertainers, or look for some other signs of suspicion, they will not find anything significant at this point (although you might ask for Sense Motive checks, for instance, just to keep up appearances). The food actually contains *allomanya* in small doses, so if a character casts *purify food and drink* on their serving, it will eliminate the effect of the serum. Of course, this and other related actions will draw the attention of the syndics and other guests. If the heroes don't come up with a suitable story (and make a DC 25 Diplomacy or Bluff

check), they will be asked to leave before they rise to the level of insult.

AT THE BANQUET TABLE: SECOND COURSE AND SUNSET

After another hour, and following the entertainment and antipasto, the servants bring out the second course. The heroes will begin to see that something odd is going on, but distracting praise may draw their attention from the unfolding drama.

The Setup: This is a variety of hot dishes, announced by one of the head servants as each is placed on the table. The dishes include spicy bean soups, strips of seasoned chicken and duck, a stuffed and sauced pheasant, what appear to be large beetles prepared like prawns or crayfish, steamed asparagus, and several large pies and strudels with vegetable, meat, and jellied fillings. Those who succeed in a DC 20 Knowledge (local) or bardic knowledge check will recognize many dishes of elven cuisine among those that are native to Merwick and Ergoth. Twenty minutes after the dishes are brought out, the sun goes down over the Peaks of Baleph and the light dims, prompting the servants to bring in more paper lanterns.

Development: The conversation turns to matters of relevance: elven settlement and the refugees. The syndics ask the guests to share their thoughts on unification, the dire state of elvenkind in the east, the threat of Gellidus, and the condition of many of the refugee arrivals. Belthanos, if present, raises the issue of the Rumorsmith attack earlier in the day. He, or whoever is here in his stead, stands and raises a glass to the player characters. “To the celebrated heroes of the elves,” the Regent says, smiling. “Word of your efforts in Nordmaar has reached us even in Southern Ergoth. Your deeds are impressive and your skill is without question. As Regent of a united Ergonesti, with the promise of a brighter future for our race, I present my goblet and my thanks.”

Similar comments are made by the Brass Tiger captain Leomac, the Ergothian representative Captain Imogen, and even Lady Northwell of the Solamnics. As the heroes are praised for their actions, have one or more characters who have specifically stated that they are trying to remain observant make DC 25 Spot checks. Success means they notice the Qualinesti and Silvanesti elves eating as if they hadn’t eaten in quite some time. Some call for the servants to refill their plates, while others sample directly from the trays. Even Belthanos doesn’t seem able to keep food out of his hands, taking polite bites between sentences. Some of the elves, usually predominantly vegetarian, are sampling the meat dishes. The *allomanya* in the food is beginning to have its effect.

AT THE BANQUET TABLE: THIRD COURSE AND VIKTOR ARRIVES

In the fourth hour of the banquet, the third course is served, and the heroes meet the mysterious Tarsian astrologer.

The Setup: The third course is dominated by three dishes. The first is roasted swan with garlic, onion, and

aromatic herbs. The second is a monstrous grilled marlin, served with citron, lavender, grilled vegetables, and starches. The last is a spitted ankheg, which looks like a huge steamed crustacean basted in butter and spices, brought out by a team of four servants and propped up on a rack. All three dishes lend a tremendous smell to the room that overwhelms the lingering aromas of the previous courses. The reaction of the elves is immediate. Several stand and demand to be served first, while a few practically crawl under the table and move to the ankheg or marlin in order to tear pieces of cooked meat from the creature’s carcass before the servants can even start preparing them.

Development: A DC 20 Sense Motive check will inform the heroes that it is clear the elves are absolutely ravenous by this point. Decorum seems to have been set aside. The Brass Tigers and Ergothians joke about the empathy the elves must have for their refugee cousins, but the Solamnics look somewhat discomfited. The Kagonesti do not seem to be quite as overt, but they too are eating a lot of meat. In fact, a DC 20 Spot check on the part of any player character watching the elves’ choices in food will reveal that none of the elves are eating vegetables or fruits at this point.

When the heroes have begun to realize that something seems to be going on, a tall olive-skinned man in gray, black, and silver robes arrives from the galleries. Over the sounds of the gluttonous elves, including even Belthanos, the syndics stand and announce the arrival of their astrologer, Viktor Chiaroscuro. Viktor glides in, cocking an eyebrow at the display of the ravenous elves who, by now, are even helping themselves to each other’s plates and stuffing their mouths with food. He bows to the Syndicate and other guests and announces that he has been invited to make his predictions about the future of the elves on Cristyne and Southern Ergoth. The astrologer takes out a sheaf of papers, bows again, and starts to run off a string of astrological positions, numbers, cardinal points, and references to High Sanction and planetary correspondences.

Any hero that succeeds in a DC 30 Knowledge (arcana) or Knowledge (the planes) check will realize that Viktor does appear to know what he’s talking about. According to Viktor, a time of many conjunctions is at hand, concealed from the uninitiated and obscured by mundane events. He says the coming days are critical and that a handful of circumstances and decisions will shape the future of Krynn, not just for elves, but for all races. He concludes by saying the faithful will soon be tested. He looks directly at the heroes and says cryptically, “Be ready.” With that, he leaves.

The heroes might conduct their own magical investigation of Viktor while he is present. Spells such as *detect magic*, *detect evil*, and so forth will run up against the shadow dragon’s *nondetection* effect. *True seeing* will penetrate this, of course, revealing Viktor as a *polymorphed* dragon in mortal form; the dragon’s type, however, will be indistinct. It should be obvious to those who cast spells on Viktor that he is aware of their actions. If they attack him,

he will use *dimension door* to get clear of the room and then get as far away as possible through the use of *gaseous form* and *greater invisibility*.

AT THE BANQUET TABLE: DESSERT AND THE GHOUL QUEEN [EL 17 OR 20]

In the final course, dessert is served, and the already ravenous elves succumb to the effects of Sylvvana's *allomanya*. This section takes the form of a multi-character battle; some bookkeeping or shorthand may be required to keep track of the flow of events. You can streamline some of the combat by using flat damage scores for each NPC when attacking another NPC (take the average weapon damage and do not roll dice) and using one initiative check for all of the NPCs of one group or type. This scene should be played up for its horrific aspects, contrasting the way the elves are acting under the influence of *allomanya* with their normal proud and noble demeanor. The Ghoul Queen, when she arrives, will therefore have a better chance of leaving a lasting impression on the players.

Read or paraphrase the following once the events of the third course are over:

At last, the dessert course is brought into the room. The members of the Syndicate cover their heads with their arms or duck behind their tables as the elves of Qualimori and Silvamori clamber out of their chairs, over their empty plates, and skid across the tabletops towards the servants. Their faces and hands are slick with grease, and their fine robes are soiled with the remains of several dishes. As one elven noble trips and falls in front of another, the second elf shouts something incoherent and grabs hold of the first, bodily lifting him from the floor and tossing him aside. A third elf launches herself at the thrown elf, landing upon him as servants fling their trays aside and run for the door. The other guests, in abject horror, are showered with sugared confections, chilled fruit soups, and candied pastries. With growing revulsion, you realize the elves racing for the last course are not interested in the dessert but in the servants themselves. Those elves unable to get out of the way of their kindred face the prospect of being eaten alive.

The Setup: All of the Qualinesti and Silvanesti elves in the room are under the influence of *allomanya*, enraged and consumed with a need to eat and tear into anything in their way. This is the signal for the Kagonesti to turn on the other guests, and it precedes the arrival of Sylvvana. Have the players make initiative checks for their characters and lay out the battle as best you can, using the accompanying map. Lighting in this room is equivalent to torchlight, although the foliage and trees around the outside of the room might be used for cover or concealment.

Creatures: The Brass Tigers, Solamnic knights, Ergothians, and Belthanos's House Protector bodyguards should be considered the heroes' allies in this battle. The elves, including Belthanos, should be considered Hostile, as are the Kagonesti. The Syndics and their clerks are essentially neutral and will make every attempt to escape. All non-elfen characters who ate food will be subject to the addiction properties of *allomanya*, but unless they take a vial of serum, they will not experience the benefits at this stage. Because they have ingested it, the feral elves will detect it on these other characters and attack them. Note that all elves under the influence of *allomanya* gain a secondary bite attack (1d3 damage plus 1/2 Strength bonus) at -5 and the benefit of Improved Grab. Any feral elf who succeeds at a grapple check may bite automatically.

Three rounds into the fight, Sylvvana and six of her Crows (NE male wichtlani Kagonesti druid 11) will arrive, stepping out of an ash tree near the front entrance thanks to *transport via plants*. She immediately has her Crows attack the heroes. She only needs to be present in the room for three rounds, long enough for the carnage and violence to corrupt the *Tears of Mishakal* she has with her.

☞ **Crows of the Endless Hunger (6):** hp 53, see page 318

☞ **Sylvvana, the Ghoul Queen:** hp 125, see page 316

Tactics: Here is a general round-by-round guide to the progress of the battle.

Round One: 1d6 each of the Qualinesti and Silvanesti elves stop to grab food and devour it. The rest of them attack the nearest character by grappling with them and attempting to bite. Belthanos draws his rapier and turns on one of the syndics. His bodyguards try to restrain him. Sanuva Redcloud, the Kagonesti leader, will direct his attention on the closest player character, and his Kagonesti will similarly attack any NPCs (Brass Tigers, Ergothians, or Solamnics) with their daggers. Captain Leomac, Captain Imogen, and Lady Northwell will fight defensively against any elves, even Kagonesti, thinking that they are bewitched or possessed and not wanting to harm them. Lady Northwell will command her knights to protect the Syndics, while the Brass Tigers will attempt to unite with the heroes and stand with them against opponents.

Round Two: 1d3 additional elves of Silvamori and Qualimori stop to grab food. The other elves, including the Kagonesti, continue to strike at nearby characters. Have the heroes make DC 20 Sense Motive checks. Success lets them know the Kagonesti are not affected in the same way as the other elves; in fact, they seem to be acting with deliberation rather than crazed hunger. Sanuva makes sure his Kagonesti are spread out among the other combatants in the room to avoid clumping together and becoming easy targets. The Brass Tigers and Ergothians continue to be defensive, while the Solamnics try to get the syndics out of the room and to safety.

Round Three: The elves who stopped to eat in round one finish and look for new targets. Sanuva and the Kagonesti continue with their attacks on the heroes and their allies. Lady Northwell gets the Syndics out the rear door and then turns to defend the doorway from crazed

elves. Captain Leomac and his Brass Tigers coordinate with the heroes to subdue or render unconscious any attacking elves, while the Ergothians leap over bodies and tables to get to Sanuva and the Kagonesti. At the very end of the round, Sylvvana and her Crows arrive.

Read or paraphrase the following:

The paper lanterns in the room flicker, and the leaves on the trees and flowering bushes around the scene of the battle rustle briskly, as if stricken by a cold southern wind. Above the din of screeching elves maddened by hunger, a haunting song echoes from everywhere and nowhere. The paper lanterns wink out, dropping the room into semi-darkness; the hideous blue-white glow of dozens of elven eyes blinking into focus chills the spine. A heartbeat later, a coldly beautiful female presence steps into the room, seemingly from one of the transplanted ash trees. Around her gather a half-dozen more Kagonesti, their faces painted bone-white and the upper half of their features concealed by a crow's skull headdress. Scimitars like hooked talons are clutched in each of the Kagonesti's hands. As the song ends, the woman speaks. "Chosen of the Endless Hunger! Your Queen welcomes you into the Wild Hunt. Take what you need and scatter the bones to the winds. Kill all who come between you and the flesh and blood of your kindred. Your Queen demands it!"

Development: The battle will continue with the six Crows leaping into the fray on their initiative order. Sylvvana spends the first round in total defense. The *allomanya*-afflicted elves see the Ghoul Queen and immediately turn upon each other in a horrific display. Sylvvana needs three rounds, and her Crows aim to give that much to her. It is vital for the corruption of the *Tears of Mishakal* that elves attack other elves out of desperation, which is precisely what the *allomanya* is inciting, so the Crows are to keep the heroes and their allies from helping the elves. Anyone using *detect magic* or *arcane sight* on Sylvvana will detect the presence of the *Tears* upon her, and once this realization occurs, the Ghoul Queen will look at that character and smile cruelly. Sylvvana has potent magic at her disposal, which she will use after the first round: *finger of death*, *ice storm*, *creeping doom*, and *animate plants* are all options for her. If she can kill a player character in this battle, she will, but she finds their presence on Cristyne amusing and will not try to defeat them. She will attempt to have one of her Crows bring the body (living or dead) of Belthanos to her before she departs.

Once the three rounds are up, Sylvvana utters her *word of recall* and disappears, possibly with Belthanos, to the ruins of Baleph. The Crows immediately head for the doors, using wild shape to take to the air as their namesake

birds. By this point, the Free City Watch will arrive and work together with the remainder of the heroes and their allies to subdue and restrain the crazed elven victims of *allomanya*.

If the heroes are having a very difficult time with this battle and you don't think that under the circumstances they can survive three rounds with a powerful druid like Sylvvana, you can bring Viktor back to the Syndicate Hall. The shadow dragon keeps his *polymorphed* form but uses spells and his spell-like abilities to assist the heroes in defending the other guests from the Wichtlani. Once Sylvvana leaves, Viktor will apologize for leaving the heroes to face her alone and depart once again. This option is a good one to use if the heroes come to Cristyne very early in this adventure (as their 2nd or 3rd chapter). If this chapter takes place later, they should not have much trouble.

Experience Awards: With such a ferocious battle and without all of their weapons or resources at hand, the player characters should definitely be rewarded. Subduing the feral Qualinesti and Silvanesti elves should earn a collective reward equivalent to a CR 9. An ad-hoc experience award of 10% of the total earned in the battle should also be given to the heroes if they made an attempt to keep as many elves alive as possible.

AT THE BANQUET: AFTERMATH

The battle at the Elfmoot Banquet may have left a number of people dead or dying, and it has shaken the Syndicate's resolve. The leaders of the three factions within Merwick, the visiting elven diplomats, and Regent of Ergonesti are among the possible dead. The surviving members of these factions are convinced that an immediate session of the Syndicate and Merwick's allies must be held once the injured can be treated at the Sanctuary. The heroes are, of course, invited to attend this meeting.

If Belthanos or any other character was abducted, the remaining elves will be grief-stricken. The Syndicate orders a full investigation of the remaining Kagonesti in the city, but by this time, many of them begin to flee. Merwick is plunged into disorder for about six hours while the Free City Watch attempts to restore the status quo. If the death toll of the banquet was not high, the syndics will still seek to round up as many Kagonesti as possible.

The heroes will learn some details from any captured Crows or Kagonesti braves. The most important point is Sylvvana is the self-styled Ghoul Queen of ancient Silvanesti, here in the current era to lead the elves into a new age. Her temple is in the ruins of Baleph on the other side of the island. There, she also holds captive the elves of the town of Pashin in Khur, whom she has brought to Cristyne as part of her plan to lure the heroes into her scheme as sacrifices to the Endless Hunger. If the heroes played through *Key of Destiny*, they will know about the refugee elves who lived in the sewers of Pashin. If not, they will at least be familiar with the *Tears of Mishakal*, which Sylvvana has and form a key part of her dark goal.

If the heroes question the Syndicate about Viktor Chiaroscuro, the syndics will break down and tell them

Viktor only arrived recently from Tarsis and seemed to know everything about them based on his astrological readings. The heroes may have learned his true nature; if they tell the syndics about it, the reaction will be one of shock. A member of the Watch reports that Viktor was last seen leaving the city. The Syndicate has no reason not to trust him unless he actually brings harm to Merwick, but they will keep an eye on the mysterious astrologer if asked to.

Factions: The banquet represents a turning point in the heroes' reputation among at least three, if not four, factions in this adventure. What follows are some examples of faction rating adjustments.

Heroes did not attempt to rescue or aid guests, or fled: -3 BT, -4 KS, -3 EM, +1 WS

Heroes aided the guests but used lethal force on elves: -1 BT, -2 KS, +0 EM, +0 WS

Heroes prevented Belthanos from being captured: +1 BT, +2 KS, +2 EM, -3 WS

Heroes prevented any other faction leader from dying/being captured: +2 faction, +1 others except -1 WS

Heroes captured one or more Crows: +2 BT, +2 KS, +1 EM, -3 WS

LEAVING MERWICK

Once the heroes have decided to move on, they can acquire whatever resources they need through their faction influences or just by making use of the local markets. Depending on how they have acted in the city, their reputation may or may not be favorable. Merwick is also an excellent place to acquire a cohort, henchmen, or other assistance and, as described in the sidebar "Brass Tigers in Merwick," the heroes could gain the services of Leomac's soldiers for any excursions on the island.

If the heroes are heading inland to track down Sylvana, the Kagonesti, Viktor Chiaroscuro, or Gilthanas, they will need to head over the Peaks of Baleph and enter the Fey Wood. They might also head north to the Christening Spring at the northern end of the Peaks (see "Adventure Site: The Christening Spring"). If they plan on leaving Cristyne at this point, they can either head north to the Bastion portal at the Tower of Magus (see Chapter Three: The Liberation of Bastion) or acquire a ship from the Ergothian Merchant Marine or a private captain like Skullface (see location MW2: The Waterfront).

ADVENTURE SITE: THE CHRISTENING SPRING

This is a freshwater spring that feeds a small lake in the northern end of the Peaks of Baleph. Prior to the Cataclysm, the spring was located in the far western reaches of the Elderwild Forest, used by sylvan creatures and the

Kagonesti elves as a place of healing and meditation. The continent buckled as a result of the fiery mountain striking Istar, and all trace of the spring was lost for almost thirty years. When it finally burst forth from the earth again, it filled a short granite valley with its sparkling waters in the space of two weeks. Since that time, it has been closely guarded by elemental spirits that, until the arrival of Sylvana, cooperated with the Kagonesti elves. Now they are hostile to all outsiders, believing them corrupt and wicked.

GETTING TO THE CHRISTENING SPRING

A difficult and treacherous path winds through many switchbacks, along sheer cliffs, and across bare windswept hilltops before arriving at the site of the Christening Springs. The lake is a mile long but somewhat narrow; in some places, it is barely a hundred feet wide. There is only one way into the valley that the lake occupies, and there are at least three difficult climbs (DC 30 each), all of which are potentially fatal (drops of 200, 250, and 300 feet to rocks). Upon arrival, the temperature cools considerably, the air is sweet and clean, and the slopes of the valley leading to the mirror-bright surface of the lake are covered in vibrant green foliage.



PEOPLE TO MEET AT THE CHRISTENING SPRING [EL 17]

Because there is little to no flat ground around the spring, the area has never been settled or occupied by residents. Indeed, the Kagonesti forbade anyone—elf, human, or ogre—to dwell near the spring. This does not mean the Christening Spring is uninhabited. Indeed, its depths are home to a number of creatures, chief among them being Sirdaripatinja, or Sirdar (LG male mature adult bronze dragon, CR 17). Sirdar is a bronze dragon in exile, a veteran of the War of the Lance but a virtual recluse since his failure to save his mate and the residents of a small Ergothian town from shadow wights. When the gods were thought to have abandoned Krynn, Sirdar retreated to the Christening Spring, too ashamed to face any of his kind. Sirdar watched as Southern Ergoth was taken over by Gellidus, and guilt over his continued inaction has consumed his thoughts ever since.

Sirdar prefers to chase off visitors to the Christening Spring, calling upon the water mephits (CR 3) and nixies (CR 1) in the lake to create diversions. Sirdar doesn't want anybody hurt—he has not surrendered his morals—but with Sylviana's corruption of the Kagonesti, he sees evil in everything now, and he is terrified of it.

- ☞ Sirdar, Dragon of the Spring: hp 276, see page 315
- ☞ Nixies (12): hp 3, see *Monster Manual*
- ☞ Water Mephits (8): hp 19, see *Monster Manual*

THINGS TO DO AT THE CHRISTENING SPRING

The waters of the Christening Spring have mild restorative properties. Bathing in the lake for 10 minutes provides the benefit of *cure moderate wounds* once in every 24-hour period. Drinking directly from the spring itself, which runs out of the rocks at the far end of the lake from the valley entrance, provides the benefits of *cure critical wounds* once in every 24-hour period. These effects function at CL 18th. The water loses its mystical properties when it is taken away from the valley.

Drinking the waters of the Christening Spring also allows the drinker another saving throw against any ingested poison, including *allomanya*, as if he or she had just been exposed to it. This may only be attempted once in every 24-hour period. These spring waters are also capable of purifying other quantities of water, allowing it to be used to *neutralize poison* or *purify food and drink* at CL 18th. Even spring water that has been taken away from the valley retains this property but only for 24 hours, at which point it becomes ordinary spring water.

The heroes might encounter Sirdar here and attempt to recruit or convince him to help them. They will need to defend themselves from the bronze dragon and his allies until they are able to voice their intentions; Sirdar is considered to be Unfriendly. Sirdar is guilt-ridden and stricken with shame, so appealing to his honor or duty may backfire. He is more likely to respond to assurances that he is forgiven or free of responsibility and blame. An *atonement* spell, for instance, or some similar appeal to the gods or Sirdar's immortal dragon soul has a better chance of affecting the bronze. If Sirdar agrees to help (which

is a DM call, ultimately), he can perform admirably as a mount, support, or even a contact with the Solamnic Order of the Crown (with whom he once worked closely). Sirdar is easily intimidated by evil, however; not only does he not gain the benefit of his Huge size when evil-aligned opponents make Intimidate checks upon him, but he suffers a –8 morale penalty to his level check to resist Intimidate checks from evil-aligned opponents. Sylviana and Gellidus are so frightening to Sirdar that he automatically fails his Will saves against their fear effects or Intimidate checks.

LEAVING THE CHRISTENING SPRING

The heroes may find themselves chased away from the valley in which the Christening Spring is located, or they might appeal to Sirdar's nature and come to an agreement with the dragon. Either way, leaving the spring will involve climbing back down the difficult path, flying out, or using magic or similar forces to depart. From the Christening Spring, the northern edge of the Fey Wood is only 5 miles away. The Tower of Magus (see Chapter Three: The Liberation of Bastion, "Roads to Bastion") is 15 miles away as the crow flies.

THE FEY WOOD

On the far side of the island from Merwick is the Fey Wood, a remnant of a once-great forest the Kagonesti called the Elderwild. In the current era, the Fey Wood is inhabited by monstrous vermin, bizarre avian life, and corrupted fey. All of this is a result of the influence of Sylviana, the Ghoulish Queen, who stepped out of the River of Time to answer the summons of Chemosh. Thick with mist, the Fey Wood is also haunted in many sections by wightlins and other undead conjured forth by Sylviana.

HISTORY OF THE FEY WOOD

During the Age of Dreams, the forest that eventually became the Fey Wood was extensive primeval woodland inhabited by the Kagonesti elves, descendants of those elves who had followed Kaganos Pathfinder into the wilderness. This forested region, the Elderwild Forest, was later incorporated into the Empire of Ergoth and ran across the Last Hundred, the Southwest Hundred, and the Seascapes Hundred. Ergothians stayed out of it for the most part, except for a number of rugged settlements whose inhabitants lived peacefully alongside the Kagonesti and the sylvan races. The Cataclysm changed all of this, dropping sections of the forest into the earth and flooding them with ocean waters. Other parts of the Elderwild Forest were stripped bare by widespread forest fires or lifted up and transformed into the Peaks of Baleph.

Following the Cataclysm, the newly made island of Cristyne retained a piece of the Elderwild. Cut off from the rest of the world and as primeval as it had always had been, the forest became known as the Fey Wood. It was untouched by later wars and conflicts, a safe haven for some of Ansalon's most reclusive and shy faerie folk. Even the Chaos War seemed to leave the Fey Wood alone. After the War of Souls, however, and the defeat of the

KNOWLEDGE in the FEY WOOD

THE following table shows the results of an applicable Knowledge (arcane), Knowledge (geography), or Knowledge (nature) check as it relates to the Fey Wood. Kagonesti characters gain a +2 circumstance bonus to the check based on race.

This knowledge is mostly factual, if anecdotal.

Baleph is, in fact, the center of activity in the Fey Wood, and the stones that depict flesh-eating creatures are part of the growing Wichtlani Ghoult Cult. If the heroes were in Fume's woods in Estwilde, they may have run into similar relics or stones as part of the Lahutian cannibalism tradition (started by Sylvyana).

DC	Results
10	The Fey Wood is all that remains of the great Elderwild Forest that covered much of southwestern Ergoth before the Cataclysm. It occupies the western half of the Isle of Cristyne.
15	The Fey Wood is inhabited by Kagonesti tribes, many of whom have lived in the area since the Age of Dreams. It is also home to various sprites, centaurs, dryads, and satyrs. Because it is so remote, few have traveled there.
20	There are ruins in the Fey Wood of ancient elven or even ogre settlements. One of these is Baleph, which predates the Ergothian Empire and is considered one of the oldest elven settlements in the west. Those who have seen it describe it as overrun by birds and insects.
25	In the past three months, the Fey Wood has become a dark place of menace and evil. Undead are seen moving about in the misty depths, the fey have become foul-spirited, and the Kagonesti are reclusive and violent.
30+	The Ruins of Baleph house a number of ancient elven relics, and the evil that has descended upon the Fey Wood comes from there. Mysterious stones that depict scenes of flesh-eating creatures and savage horrors have been found in the Fey Wood, where once no such stones had been. These are known by the elves as "Wichtlani Stones."

Betrayer a year later, the Ruins of Baleph served as the site of the Ghoult Queen's return to the world. Sylvyana set about bending the wildlife, the fey, and even the weather to her will. Carefree and reclusive fey communities became hateful bands of killer sprites. Tribes of Kagonesti converted en masse to the faith of Chemosh, the Endless Hunger. The pervasive mist that covers the region thickened and resisted what little sunlight now pierced the trees of the woods. Sylvyana created her own realm on the island in less than three months, a dramatic change to what was once a haven of natural beauty.

TRAVEL in the FEY WOOD

Important Rules: Listen skill, Chapter 4: Skills in the *Player's Handbook*; Concealment, Chapter 8: Combat in the *Player's Handbook*; Fog, Weather, Chapter 3: Adventures in the *Dungeon Master's Guide*; Temperate Forests Terrain, Chapter 3: Adventures in the *Dungeon Master's Guide*.

The Fey Wood presents many of the same difficulties as travel elsewhere on Cristyne, although it has even more pervasive fog conditions and is unnaturally dark and impenetrable.

TRAVEL BY LAND

The heavy forestation of the Fey Wood impairs swift travel by land (x1/2 speed). Thick mist and fog is everywhere, further reducing travel speed to x1/4. It is easy to become

lost, lose one's way, or get turned around because of the murky and dark conditions, so Survival checks suffer a –5 penalty; Listen and Spot checks are similarly impaired. Much of the forest floor is covered in light undergrowth, although there are stretches of heavy undergrowth that impairs movement and visibility even further.

TRAVEL BY AIR

Vision for flyers is obscured because of the fog and mist that blankets the Fey Wood; it is thickest during the evening and early morning. Wind is also a problem; inclement weather is common, so the heroes are likely to experience soaking rain or windstorms that only add to the ambient moisture and make air travel uncomfortable. The Fey Wood itself is a thick tangle of dense branches, so Spot checks to survey the ground below will experience major penalties (–10 at medium to high altitude, –5 for low altitude).

FEATURES OF THE FEY WOOD

The Fey Wood has a number of traits specific to it. It is almost entirely deciduous forest; in the colder months, the trees lose their leaves and the Kagonesti describe the effect as a "sea of skeleton trees." This disturbing sight soon fades in spring when the foliage returns, but for the past three months, nothing of the sort has happened. The Fey Wood is experiencing the effects of Sylvyana's desire to eventually control all elvenkind in the world for her master,

Chemosh. It has therefore remained bleak and unnerving since winter, and druids or clerics of Chislev and Habbakuk will find the climate extremely uncomfortable.

WEATHER

Because of Sylvvana's influence, the weather in the Fey Wood is decidedly unseasonable. Temperatures in the daylight come close to 45 degrees F, while night temperatures drop as low as 28 degrees F. Foggy conditions are present throughout the day and night, clinging waist-high during the middle of the day and thickening to a pea soup in the evening hours. Rain occurs most often in the early morning and late afternoon, heavy and saturating rainfall that lasts for stretches of ten or fifteen minutes. Even though the trees are completely bare of leaves for the most part, the thickets of thorns, spiky branches, and dead foliage make visibility difficult from above the Fey Wood and prevent the sunlight from filtering sufficiently to the forest floor to provide significant warmth or brightness. For this reason, most of the Fey Wood is considered shadowy illumination, if not complete concealment due to the mist.

FLORA AND FAUNA

Unlike most forested regions in Ansalon, the Fey Wood has relatively few mammals. Birds and insects occupy most of the roles in the ecological system of the woodlands, just as they do elsewhere on Cristyne. Ordinarily, the larger and more dangerous specimens are rare—monstrous spiders and giant centipedes, for example, are spoken about by Kagonesti guides, but not seen often enough to be a concern. However, this is not the case now that Sylvvana has come to Cristyne. Indeed, larger and more aggressive specimens of spider, wasp, and other predatory vermin are extraordinarily common. Birds, especially carrion-eaters such as crows and vultures, flock to the ruins of Baleph and outlying locations. Hideous hybrids such as Cristyne griffons, owlbeats, and umber hulks plague the Fey Wood in increasing numbers.

As the Fey Wood is still gripped by a cold, bleak late winter because of the influence of Sylvvana, most of the trees are bare. The Fey Wood consists of more than just trees, however. Thick thorn bushes, some forming hedges that extend for miles or encircle ruins and Wichtlani stones, act as an obstacle to any kind of fast movement. Travelers in the Fey Wood are forced to travel slowly so as not to run afoul of these natural and unnatural hazards. Herbalists will find assorted spice-producing plants in the Fey Wood, usually along the thorn hedges, but little else. Sylvvana's despoliation of the Fey Wood becomes clearer the longer the heroes are in the forest.

RANDOM ENCOUNTERS

Check for random encounters in the Fey Wood during the morning, afternoon, evening, and after midnight. The chance for an encounter begins at 5% and increases every time period by 5% until the heroes run into something, at which point it starts over at 5%. Encounter distance in the forest is 2d6x10 feet. One in four encounters (1d4,

roll of 1) occurs in particularly thick mist or fog, reducing the encounter distance to 1d6x10 feet, dependent on a Listen check rather than a Spot check and introducing the problem of concealment to any battle (EL +1). One in six encounters occurs in heavy undergrowth, which has its own effects on speed and concealment.

d%	Encounter	Average EL
01-10	Wichtlani satyrs (2d6)	16
11-25	Wichtlani Kagonesti (3d6)	15
26-35	Stag rider wichtlins (1d3+3)	14
36-50	Wichtlani centaurs (2d6+2)	14
51-60	Whisper Spider Colony (1d3+3)	13
61-70	Dryad wichtlins (1d3)	14
71-80	Ghoul Cult wichtlins (2d4)	15
81-90	Crow Band (1d4+2)	16
91-00	Wichtlani pixies (2d4)	16

Specific encounters are described below:

Crow Band: Sylvvana's Crows, members of her elite group of bodyguards and acolytes (NE male wichtlani Kagonesti druid 11, CR 12), occasionally travel the Fey Wood looking for more converts or enemies. They will attempt to subdue and capture, not kill, any hero they come across. Their intent is to bring the heroes back to Baleph for participation in their own ritual sacrifice.

☞ **Crows of the Endless Hunger (3-6):** hp 53, see page 318

Dryad Wichtlins: This is a grove inhabited by one or more dryads (NE female greater wichtlin dryad sorcerer 6, CR 12) whose spirits have been corrupted by the power of the Endless Hunger. Their trees are dead and lifeless, and the dryads are now sickly ethereal shadows of their former selves.

☞ **Dryad Greater Wichtlins (1-3):** hp 60, see page 319

Stag Rider Wichtlins: Some of the most dangerous wichtlins are those raised from stag-riding Kagonesti warriors (NE wichtlin Kagonesti elf ranger 4/fighter 4, CR 10). The elf's animal companion and mount also becomes a wichtlin, and the two become an inseparable and deadly team. This is a pack of such riders, who will attempt to circle and dispatch the heroes when they encounter them.

☞ **Stag Rider Wichtlins (4-6):** hp 52, see page 324

Ghoul Cult Wichtlins: This is a wicked cabal of clerics of Chemosh (NE male and female wichtlin Silvanesti elf cleric 8 of Chemosh, CR 10) who have chosen undeath in the service of Sylvvana over life as elven refugees. They cast spells and attempt to use their elfstroke first on other elves, then on humans and dwarves.

☞ **Silvanesti Wichtlin Cultists (2-8):** hp 52, see page 323

Whisper Spider Colony: As well as other breeds of spider, the infamous whisper spiders of Ansalon

(advanced 14 HD Huge whisper spider, CR 8) reputedly hail originally from the island of Cristyne. Each spider is intelligent and crafty, knowing when to work alone and when to team up.

☞ **Whisper Spiders (2-6):** hp 105, see page 325

Wichtlani Centaurs: These centaurs (NE male and female wichtlani centaur ranger 3/barbarian 1, CR 8) are loyal followers of the Ravenous Crow, used by Sylvyana as outriders and shock troops. They attempt to ride down or trample their enemies, swinging wickedly hooked axes at more evasive targets.

☞ **Wichtlani centaurs (4-14):** hp 80, see page 325

Wichtlani Kagonesti: This is a hunting party of Sylvyana's Kagonesti, all of whom are involved in the Wichtlani Ghoulish Cult (NE male and female wichtlani Kagonesti elf barbarian 4/ranger 3, CR 8). Their faces are painted white in imitation of skulls, and each group's leader wears a headdress of crow feathers and thorns.

☞ **Wichtlani Kagonesti hunters (3-18):** hp 49, see page 326

Wichtlani Pixies: Fey folk corrupted by Sylvyana's evil influence are now spiteful and angry killers. These pixies (CE male wichtlani pixie sorcerer 6, CR 11) have gained a taste for human and elven blood. Their mischievous natures now manifest in their choice of debilitating and harmful spells and their use of sickles to cause painful wounds.

☞ **Wichtlani Pixies (2-8):** hp 15, see page 326

Wichtlani Satyrs: This is a loosely organized mob of satyrs in service to Sylvyana (CE male wichtlani satyr bard 5, CR 8 [no pipes] and CR 10 [pipes]). They appear more angular and pale than most satyrs and wear grisly helmets shaped from silver in the semblance of goat skulls. One in every six carries pipes; the others use shortbows and shortspears.

☞ **Wichtlani Satyrs (2-12):** hp 53, see page 327

SCENES IN THE FEY WOOD

The following two scenes can occur at any time once the heroes enter the Fey Wood or travel to the Ruins of Baleph. Each serves to set the stage for the heroes' arrival in the Ruins of Baleph and their confrontation with the Ghoulish Queen.

SCENE: THE WILD HUNT [EL 15]

In this scene, the heroes run into an elf from Pashin who has escaped Baleph and is being hunted by Sylvyana's Kagonesti. If they save the elf and overcome the Wild Hunt, the heroes will learn more about the fate of the refugee elves from Pashin and Sylvyana's sinister plans for them.

The thick mist of the Fey Wood makes it difficult to see more than a few yards and muffles the sounds of the forest. Despite these adverse circumstances, the bone-white elven figure in ragged clothing crashing through the undergrowth towards you is impossible to miss. Many other figures can be seen in the

mist behind him, mounted on creatures with antlers, moving silently and quickly in his wake. The elf appears to be running for his life.

The Situation: The elf being pursued is Vanyethas, a Silvanesti noble who has escaped Sylvyana. Vanyethas's people are refugees from Pashin who fled north after the events of *Key of Destiny* (as accounted by Naelathan in **Chapter One: March and Tree to Kalamán**). The elf's absence was soon noted by the Wichtlani Ghoulish Cult, and a Wild Hunt was sent after him. The heroes enter the scene just as Vanyethas is about to be overrun by the Kagonesti on their elk mounts.

Creatures: Vanyethas (NG male Silvanesti elf aristocrat 5) is currently panicked and fatigued. His pursuers are a Crow of the Endless Hunger (NE male wichtlani Kagonesti druid 11, CR 12) and eight Kagonesti hunters (NE male wichtlani Kagonesti elf barbarian 4/ranger 3, CR 8), all mounted on elks.

☞ **Crow of the Endless Hunger:** hp 53, see page 318

☞ **Wichtlani Kagonesti hunters (8):** hp 49, see page 326

☞ **Elks (9):** hp 22, see *Bestiary of Krynn*

☞ **Vanyethas (as Silvamori Courtier):** hp 18, see page 323

Tactics: The Crow rides in the lead of the other eight Kagonesti, and his first action is to attempt to strike Vanyethas down with his shortspear. To do so, he needs to close the 15 ft. to the fleeing elf, which may or may not be possible depending on whether the heroes act before he does. The other Kagonesti will circle the heroes if possible, trying to surround them and the fugitive. Once the Crow has taken stock of the situation, whether or not he succeeds in attacking Vanyethas, he will determine that the heroes are outsiders and should be attacked; the Crow will gain some distance and cast *spike growth* on the area encircled by the Wild Hunt to impair the heroes. This, as well as a preemptive attack by the heroes, will result in the remaining Kagonesti riders directing their efforts at the player characters. Any opportunity the Crow has to finish Vanyethas, of course, will be taken.

Development: If the heroes defeat the Wild Hunt and Vanyethas survives, the elf will impart his story. Use the information provided in Kalamán by Naelathan Shadowdark (see **Chapter One: Marsh and Tree to Kalamán**, page 54) and in **Chapter Five: The Doom of Daltigoth** to guide Vanyethas's explanation. Vanyethas says that Sylvyana promised the elves a safe haven, but she intends to use the combined power of the *Tears of Mishakal*, the *Willstone*, and the *Ram's Horn of the Elderwild* in Baleph to transform all of the elves on Krynn into her undead servants. If the heroes can prevent this from occurring, they might be able to reverse the ritual and free the Kagonesti and other elves on Cristyne from Sylvyana's influence.

Even if Vanyethas dies, the heroes may be able to recover this information through use of *speak with dead* or by bringing the elf back to life with *raise dead* or

resurrection. If all else fails, Vanyethas's shade might linger in this area for some time (perhaps as a spectral minion), which would also allow the heroes to speak with the deceased elf.

Factions: This battle lowers the heroes' faction rating with the Wichtlani Ghoul Cult by -1, but there are no other faction adjustments.

Experience Awards: Increase the award for this battle by 10% if the heroes manage to keep Vanyethas alive.

SCENE: FALLEN SHADOWS [EL 16]

In this scene, the heroes meet the shadow dragon Adumbrant once again in his guise of Viktor Chiaroscuro. It takes place at a time of your choosing when the heroes are in the Fey Wood. If the heroes have not yet played out the events of the Ravenous Banquet in Merwick, this scene will need to be modified or left out; it assumes the heroes have already met the Tarsian astrologer.

You emerge from the thick woods at a mist-shrouded glade that surrounds a bowl-shaped depression over forty feet wide. The sides of the depression slope down towards a pool; long ago, a tree fell across the depression and acts as a kind of bridge across it. Moss, creepers, and ferns choke the water's edge, and smaller logs or branches

emerge from the pool's surface. Lying alongside the pool, below the surface of the mist, is the prone body of an olive-skinned man in Tarsian dress. A large three-spiraled ram's horn lies in the rushes next to him.

The Situation: Adumbrant has already challenged Sylvyana—and lost. He managed to flee Baleph with the *Ram's Horn of the Elderwild* and is now near death, having taken his human form to hide from Sylvyana's trackers. Several wyverns are on their way, following the trail of the shadow dragon to the log bridge.

Creatures: Two greater wyverns will arrive on the scene three minutes after the heroes arrive. Viktor/Adumbrant is down to a quarter of his hit points. Although he managed to escape with the *Ram's Horn*, carrying it from Baleph has wounded him (it is anathema to non-good dragons). If the heroes administer aid to Viktor, he will stir and thank them for assisting him, but warn them of the approach of the wyverns.

☞ Greater wyverns (2): hp 220, see page 320

☞ Viktor Chiaroscuro: hp 287 (currently 71), see page 308

Tactics: The heroes may have some time to prepare for the greater wyverns' approach, so they can make use of the terrain to stage an effective defense. If they do not rouse

Viktor, they won't be aware of the wyverns, and the creatures may surprise them here. The log bridge is slippery and requires a DC 17 Balance check to move across it. The pool is twenty feet below the log bridge, but the water will break the fall of any character loses his footing (1d6 damage). Moving along the slopes of the depression or around the pool's edge is difficult terrain and movement is halved; 5 ft. steps are not allowed in this terrain.

The wyverns will use their physical attacks primarily, trying to grab and sting opponents. They have been told to retrieve the *Horn*, but when either of them snatches it up, they will take damage (much as Adumbrant did). Because these are creatures of the dragon type, if the heroes have *Huma's Dragonlance* with them, it may prove to be extremely useful (though not as much as it would be against true dragons).

Viktor, without assuming his shadow dragon form, will provide assistance if possible. He no longer has any of his higher-level spell slots available and can only cast 0-, 1st, and 2nd-level spells. These he will use as needed. He is not inclined towards teamwork, but he will take every opportunity to make attacks against the greater wyverns as long it keeps him out of harm's way.

Development: Once the wyverns have been killed or driven off (when one of them is dead and the other reduced to half hit points or less,





it will flee), Viktor slumps back to the ground again. “She is too strong, even for me,” the astrologer says. “I should have heeded the warning of the stars and left.” If asked to explain, the dragon confesses (if the heroes haven’t already worked this out) that he is a shadow dragon, has no memory of his life before the return of the gods, and has been unable to recover it. If the heroes use magic such as *legend lore* or *commune* to probe the River of Time for answers, they will be met by resistance. Viktor is a complete enigma.

While the dragon was unable to defeat the Ghoul Queen, who he says is surrounded by other wyverns, crazed Kagonesti, undead, and worse, he was able to retrieve the *Horn*. It is a sacred relic that represents the bond between the elves and the dragons (Kagonesti and silver dragons, to be precise, but Adumbrant does not know the specifics). Amara, if she is with the heroes, recognizes the horn immediately. “It was entrusted to Aracoe Pathfinder,” she says. “Sylvyana must have him.”

If Viktor is given time to recover, he will offer his help in thwarting Sylvyana’s plans. There is a definite connection between Sylvyana and Frost, and Adumbrant wants the Ghoul Queen gone as much as or more than the heroes do. Like Sirdar, from the “Christening Spring” Adventure Site, Adumbrant offers more assistance in support than as a major combatant, but he will permit the heroes to ride him if they need to get somewhere quickly.

Treasure: The *Ram’s Horn of the Elderwild* is the main treasure from this scene. See **Appendix One: Monsters and Magic** for more information about this legendary item.

Experience Awards: You might present the heroes with a roleplaying award for a clever plan to ambush or defeat the greater wyverns. In addition, recovering the *Ram’s Horn of the Elderwild* might be considered a minor personal mission goal for any Kagonesti heroes.

RUINS OF BALEPH

Baleph’s ruins are the only sign of civilization on the western half of Cristyne. They are impressive and cyclopean; towering columns, colossal aqueducts, and great open plazas of fitted stone, though overrun with vegetation, elicit awe from scholars and explorers alike. Over the many centuries since the Age of Dreams, many of the buildings and spires of Baleph have fallen, crumbled into dust, or sunken into the earth. The Fey Wood spreads out around the ruins in every direction, but the ruins themselves are open to the heavens. Trees, creepers, and other swatches of green and brown are everywhere. At night, witch-lights pass through the columns while wraiths, spectres, and other undead haunt the perimeters and open areas. During the day, Sylvyana’s Wichtlani Ghoul Cult maintains a formidable armed presence.

HISTORY OF BALEPH

The ancient elven city of Baleph was founded by the earliest elves in the western reaches of Ansalon. As the River of Time flowed in the elves’ favor, the magic of the world seemed to respond to them, and such impressive feats of architecture were possible, much as they were

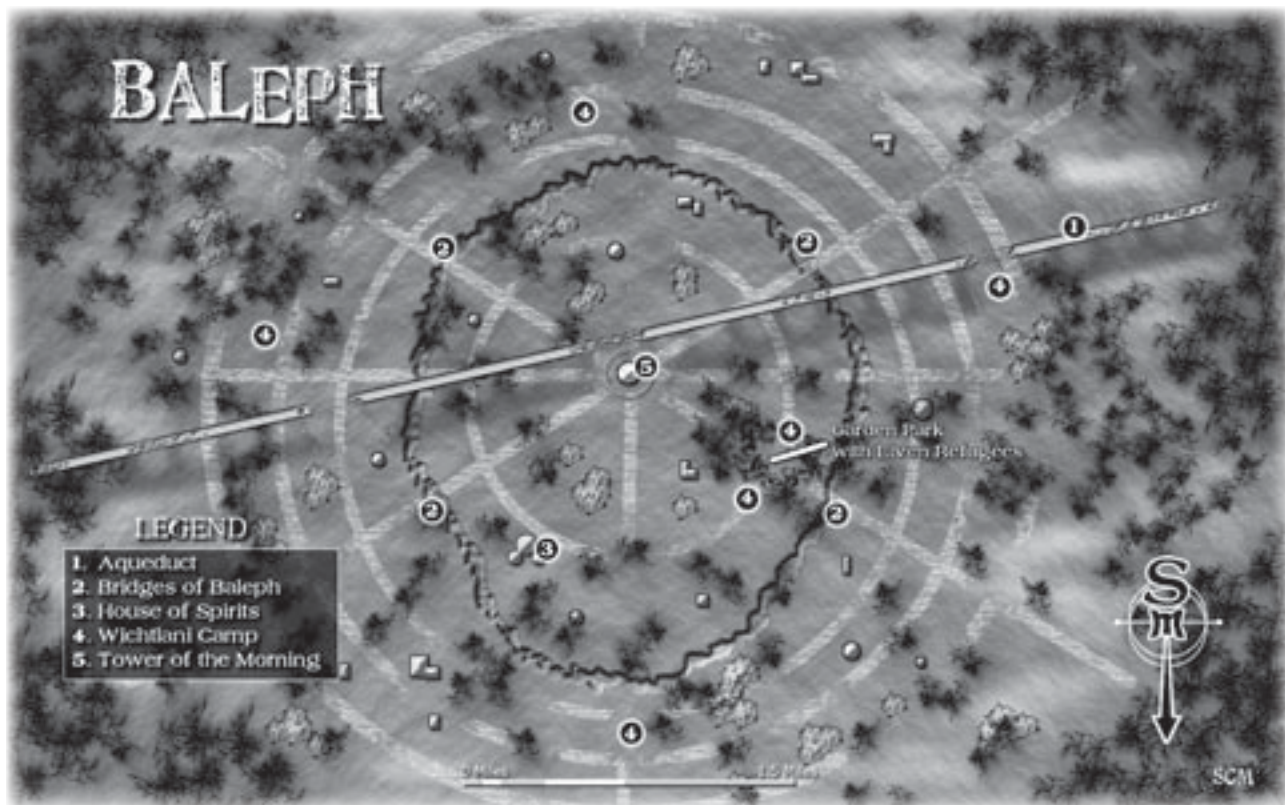
with the high ogres from whom they inherited the world. Scholars debate the nature of this magic, as it predates the Graygem, but it is certain that, as the Gods of Light looked down upon their chosen people, the prayers of the elves were answered with mighty works. Out of this time of mystery and supposition arose Baleph, or Baal’Aleph’Ethas, the City of the First Covenant.

The elves of that era spread their city over an area of three miles, but they interspersed it with magnificent parks, groves of trees, streams, and palatial residences. Few, if any, records of the nature of life in the city of the First Covenant remain, for only a century after its foundation, it was assaulted by waves of ogre marauders from the north. The elves were unable to repel the invaders, and over the course of the next few years, they fled to the forests as the ogres demolished what had been created. The nomadic humans who swept into what later became known as Ergoth found the ogres, their former captors, and drove them from the Elderwild Forest. It would be many hundreds of years later, following the rise in the east of Silvanesti and the creation of Ergoth, that the Kagonesti elves would venture once again into the ruins of Baleph.

Baleph’s secrets were never fully uncovered, and the city was engulfed by the wilderness. The occasional traveler would wander into its crumbling edifices or stumble into sunken chambers underground, never to be seen again. Armies, gathering nearby during periods of civil unrest or war in Ergoth, would camp in the shade of the aqueducts and rise the next day with reports of spirits and strange noises. The Kagonesti were blamed for much of this, accused of staging the experiences to drive away outsiders. This was partially true, for the Kagonesti were not fond of the Ergothian soldiers even at the best of times. However, the city was truly haunted—not, as is the case with many other ruins, by the spirits of the dead. Baleph was haunted by reflections from the River of Time, memories and after-images of the elves of the Time of Light.

When Cristyne was cut off from the mainland by the Cataclysm, Baleph’s ruins went with it, and the mountains driven into the heavens nearby were named after the city. Now even further isolated, the city was forgotten, even by other elves. Very little exploration or investigation of the ruins was carried out in the Age of Despair and, despite the growing population of Merwick on the eastern half of the island, the ruins were largely left alone. The Kagonesti tribes of Cristyne afforded them great reverence and respect. Hosts of birds and insects laired in the towering structures; along the cracked roadways, stands of twisting trees and ropy clusters of vines and creepers formed a natural barrier. Time shrouded the city with its veil once again.

Four months ago, Caeldor the Betrayer, a servant of the Lord of Bones from before the Cataclysm, was defeated in the Dragons’ Graveyard. Not one to settle for defeat, Chemosh reached again into the River of Time and plucked forth Sylvyana, the Ghoul Queen. She stepped from the ruins of the Tower of the Morning in Baleph, revitalized and whole, ready again to bring the power of the Endless Hunger to Ansalon and take revenge upon the



elves who forced her hand in the Age of Might. Gathering her wyverns, wichtlins, and a relic of evil known as the *Willstone*, she began to exert her influence from Baleph. The Wichtlani were once again a presence on Krynn.

GETTING TO BALEPH

The heroes will find themselves within the borders of Baleph some time before they see any prominent signs of the ruins. Baleph proper is three miles wide and, while the heroes may notice the trees thinning out somewhat and notice scattered paving stones buried in the earth beneath the undergrowth (DC 15 Survival check), the first indication that they are walking among ruins will be when they reach the Aqueduct (RB1). Travel becomes easier after this, and eventually the paving stones are more intact and spaced closer together. A mile from the center of Baleph is a dry streambed that once flowed around the circumference of the city center. Bridges cross this streambed (RB2), and the ruins can be seen with more clarity from that point onwards.

FEATURES OF BALEPH

Baleph is a circular area three miles wide. The remains of an aqueduct extend into the city from outside (RB1). Half a mile from the outer perimeter is the streambed (RB2). Pillars, some thirty feet tall, can be seen among the trees; others have fallen and lie about in pieces. Elven architectural styles can be detected, although it is extremely early design (DC 30 Knowledge [architecture and engineering] or Knowledge [history]) and could be confused for ancient ogre craftwork. Many shells of stone buildings are scattered throughout Baleph. The city has no underground, though some structures sank over the millennia, giving the impression of subterranean tunnels.

Within sight of the Tower of the Morning (RB5), the Wichtlani Ghoulish Cult has set up camps (RB4). Moving around the city during the day or night involves avoiding patrolling bands of Kagonesti, centaurs, even corrupted fey. When darkness falls across Baleph, the unquiet spirits summoned forth by Chemosh provide additional security for the Ghoulish Queen's servants.

Baleph uses the same random encounter table as the Fey Wood; it is mist-shrouded and foggy like the forest, although, due to the fewer number of trees and the nature of the ruins, the mist is thinner and does not provide substantial concealment. Encounter distance is 2d6x10 feet.

KEY TO BALEPH

What follows are brief descriptions of major locations in the Ruins of Baleph together with pertinent details and information. These are just some of the possible adventure sites and places of interest in the ruins, covering a large area.

RB1. AQUEDUCT [EL 16]

Before the Cataclysm, Baleph was located on a relatively flat coastal area with extensive forestation. Supplying water to the growing city proved difficult, as subterranean springs were scarce. Far to the east were the Last Gaard Mountains from which many rivers and streams flowed towards the ocean, but none flowed to Baleph. Aqueducts were built underground and carried water from these rivers by diverting it through tunnels. However, in order to maintain a consistently gradual slope, they needed to be elevated on huge arches as high as eighty feet above the forest by the time the aqueducts reached Baleph. Smooth, marvelously organic-looking water screws and valves

fed into smaller culverts and saturated the earth around Baleph, irrigating orchards and filling the cisterns of the city.

Very little remains of this system of aqueducts. The ogres destroyed much of it during their years of invasion; the Cataclysm collapsed the tunnels and rendered most of what was left useless. In Baleph, however, the great structures that brought the water into the city still stand, looking like long arched walls of stone looming over the city. Sylvyana has posted some of her minions at the aqueduct to watch for signs of outsiders.

Creatures: The Raven Witches (NE female kyrie mystic 10 of Alteration, CR 12) are six malign kyrie who served Sylvyana during the Age of Might, when she threatened Silvanesti. When the Ghoulish Queen was defeated and forced into the River of Time by Waylorn Wyvernsbane and his allies, the Raven Witches went with her. Regardless of whether the heroes arrive on land or by air, the Witches will have the chance to spot them. Two of the Witches will fly toward the Tower of Morning to warn Sylvyana (see RB5), while the other four engage the heroes by using spells and claws. If one or more are killed, the others retreat back to the aqueduct.

☞ Raven witches (4 or 6): hp 81, see page 322

Development: Reinforcements will come to assist the Raven Witches in the form of a band of six Crows of Endless Hunger (see RB5), who will arrive having used wild shape to take the form of crows. If the heroes continue to prevail, Sylvyana will not send out any more minions to deal with them, but she will be ready for them when they arrive.

☞ Crows of the Endless Hunger (6): hp 53, see page 318

Experience Awards: The heroes should receive the standard award for this encounter.

RB2. BRIDGES OF BALEPH [EL 15]

There are four of these structures spaced roughly equidistant around the city ruins. Each is a thirty-foot wide bridge that crosses the streambed that surrounds the city. Ordinarily, because the streambed is dry, there is very little reason to use the bridges unless the heroes have a wagon or cart. During the daylight hours, there are no creatures here, but as soon as the sun falls over the Sirrion Sea to the west, the spectral wardens of these bridges arise from the streambed to assault any living creature that attempts to cross.

Creatures: Each of the four bridge locations is haunted by dreadwraiths, the collected malignant consciousness of the elven warriors who held these bridges when the ogres attacked the city. These creatures look like tattered cloaked shapes with elven faces coalescing and voicing screams from beneath their hoods. Sylvyana alone is able to ignore their presence; even the members of the Wichtlani Ghoulish Cult avoid these bridges at night.

☞ Dreadwraiths (4): hp 104, see *Monster Manual*

Development: Defeating the dreadwraiths does not destroy them permanently. Unless *consecrate* or *hallow* is cast on the bridges, the dreadwraiths will reform after

one hour. *Consecrate* will delay this for the duration of the spell, while *hallow* will prevent them from reforming at all and release their troubled spirits to the afterlife.

Experience Awards: Award the heroes full experience for the first time they defeat the dreadwraiths at a bridge, and 50% of the award for each additional time they defeat them. Preventing the dreadwraiths from reforming permanently will earn the heroes an additional 50% of the standard award for defeating them.

RB3. HOUSE OF SPIRITS

In the time of Baleph's occupation by the great elven covenant, the House of Spirits was the center of worship to the Gods of Light. Like similar structures in the great elven cities of Silvanost and ruined Qualinost, the House of Spirits was a tripartite temple with a single round central shrine constructed from marble and two smaller shrines on either side. All that remains now is the shell of the central shrine, the attached buildings long since fallen. Within the central building, a spiral path winds around the walls with seating on carved benches for as many as two hundred of the faithful. The path looks down upon the cracked and broken mosaic of the constellations of the Gods of Light. Sylvyana has dedicated the site to Chemosh—the Endless Hunger and Ravenous Crow—and the entire building is now under the effects of an *unhallow* spell (CL 20th) linked to a *dispel magic* area effect (1d20+10 caster level check) that targets all creatures that are not followers of Chemosh.

A large carved marble font, 6 ft. tall and 3 ft. wide, stands at the far end of the central shrine. Spiral steps lead around the font, giving access to the liquid within. Above and behind the font is an altar with channels carved into the sloping surface. It is here elven sacrifices are carried out, and the lifeblood of the elves collected in the font. This is the first stage of the process by which Sylvyana prepares her Wichtlani drug, *allomanya*. Any *allomanya* addict within 20 ft. of the font will immediately sense the presence of a large quantity of the liquid within it (see "Treasure").

If the heroes are in this chapter before Gilthanas, the dragon skull can be found mounted above the altar on the wall of the shrine. The wichtlins will defend it from any who seek to acquire it. If Gilthanas is in this chapter with the heroes, he will be here, having gained permission from Sylvyana to take the skull. Gilthanas finds the House of Spirits to be an abhorrent corruption, but doesn't interfere with Sylvyana's plans. He will attempt to retrieve the skull and depart as soon as possible, trusting the wichtlins to keep the heroes busy. If the heroes arrive in this chapter after Gilthanas, the skull will be gone.

Creatures: Sylvyana's Ghoulish Cult practices its vile rites and sacrifices here in the House of Spirits. At all times, eight wichtlin priests (NE male and female wichtlin Silvanesti elf cleric 8 of Chemosh, CR 10) preside over the shrine, assisting Sylvyana in the creation of more wichtlins and the Wichtlani *allomanya*. They move to attack all outsiders who enter the shrine without the permission of the Ghoulish Queen.



“Wichtlani *allomanya*” sidebar on page 137). The dragon skull is also located here, depending on whether the heroes reach this chapter before or after Gilthanas.

In the vault beneath the House of Spirits is a collection of sacred items from the days of Baleph’s glory: four *phylacteries of faithfulness*; a *phylactery of undead turning*; a collection of *feather tokens* (two birds, two swan boats, and two trees); a *horn of good*; four *cloaks of elvenkind*; four pairs of *boots of elvenkind*; a +2 *holy rapier*; and a suit of +4 *elven chain*.

Experience Awards: Defeating the wichtlins provides the standard award for a combat encounter. More experience awards are possible from the events in the “Ghoul Queen Exultant” scene.

RB4. WICHTLANI CAMP [EL 17]

Six of these camps are located throughout the ruins. Each is a tent community of Kagonesti

☞ **Silvanesti Wichtlin Cultists (8):** hp 52, see page 323

Development: Events in this location are covered in more detail in the scene “The Ghoul Queen Exultant.” Sylviana brings the elves of Pashin and her Wichtlani Ghoul Cult cohorts with her at sunset on the day of the heroes’ arrival in Baleph. If the heroes explore this location before that scene occurs, they will encounter the wichtlin priests here, and if they defeat these creatures, they will not be on hand to assist Sylviana when she arrives for the corruption ritual.

A DC 30 Search check will uncover a trapped secret door behind the altar that leads below the shrine to a sacred vault via a spiral stairway. This vault is 15 ft. by 15 ft. in size, has not been desecrated by Sylviana’s *unhallow* spell, and remains free of her influence. A number of items belonging to the ancient elves still remain in perfect condition here (See “Treasure,” below).

Trap: The secret door to the vault is trapped, although it should not present a problem to the player characters. Opening the secret door triggers the release of a *holy word* spell effect, which may in fact be of some help in any battle with Sylviana’s minions.

☞ **Holy Word trap:** CR 8; magic device; touch trigger (*alarm*); automatic reset; spell effect (*holy word*, CL 16th); Search DC 32; Disable Device DC 32.

Treasure: There is a large quantity of *allomanya* in the font, enough to fill twenty vials. However, this is the Wichtlani variant and has additional harmful effects on elves, half-elves, sylvan creatures, and fey (see the

loyal to Sylviana and the Wichtlani Ghoul Cult. The camps are set up in an open area of ruins with a number of trees scattered throughout. Sentries are stationed at least three hundred yards from each camp on a ruined building’s rooftop or in a tree to watch for the arrival of outsiders or calls for reinforcements from other camps.

Two of the camps flank a once-beautiful city garden park, which is now an overgrown and thorn-tangled mess. In here, held at bay by *walls of thorns* and given only basic food and shelter, are the thirty-six survivors of the elven community at Pashin, as well as Father Jon Bolitho and (if kidnapped) Regent Belthanos. Their fate is played out in the scene “The Ghoul Queen Exultant;” an hour before sunset, they are taken by the Kagonesti to the House of Spirits (RB3).

Creatures: Each camp has two Crows of the Endless Hunger (NE male wichtlani Kagonesti druid 11, CR 12) in residence to minister to the faithful, as well as fifteen skilled hunters (NE male wichtlani Kagonesti elf barbarian 4/ranger 3, CR 8), who also act as sentries and scouts, and 150 addicted Kagonesti warriors (NE male and female wichtlani Kagonesti elf warrior 4). While this is an overwhelming number to take on at once, the heroes may be able to stage attacks on the camps and use divide and conquer tactics if they are careful enough. For the most part, however, attacking a camp directly will be a very dangerous proposition.

The leader of all the Kagonesti at Baleph is the young chief, Aracoe Pathfinder (NE male wichtlani Kagonesti

elf fighter 8/barbarian 8, CR 17). This man replaced Chief Cher-Ka, but Sylvyana has not allowed this to reach Merwick as yet. Aracoe was the bearer of the *Ram's Horn of the Elderwild* but has been dominated by Sylvyana's power and is now loyal to her—so long as the *allomanya* addiction has its effect.

☞ **Aracoe Pathfinder, Chief of the Kagonesti:** hp 149, see page 310

☞ **Crows of the Endless Hunger (2/camp):** hp 53, see page 318

☞ **Wichtlani Kagonesti hunters (15/camp):** hp 49, see page 326

☞ **Wichtlani Kagonesti warriors (150/camp):** hp 22, see page 273

Development: Because these camps house all of the Kagonesti warriors in the ruins, apart from those specifically assigned to other locations, you should subtract those who the heroes have encountered elsewhere in this chapter (such as with random encounters, or scenes played out in the course of their exploration) from the numbers listed here, divided equally among the camps. Warriors killed in other chapters do not count. Because two entire camps are guarding the refugees from Pashin, staging a rescue will be doubly dangerous. Of course, the heroes may have assistance. See the sidebar “Pulling It Together Against the Ghoulish Queen” for more information.

Experience Awards: The low-level Kagonesti warriors are not individually worth experience points and are mainly a source of distraction and impairment for the heroes. If you feel a brave stand against hordes of ravenous Kagonesti is worth an award, however, consider making it a minor personal mission award for each hero foolhardy enough to try it (assuming it fits with that character's personality).

RB5. TOWER OF THE MORNING

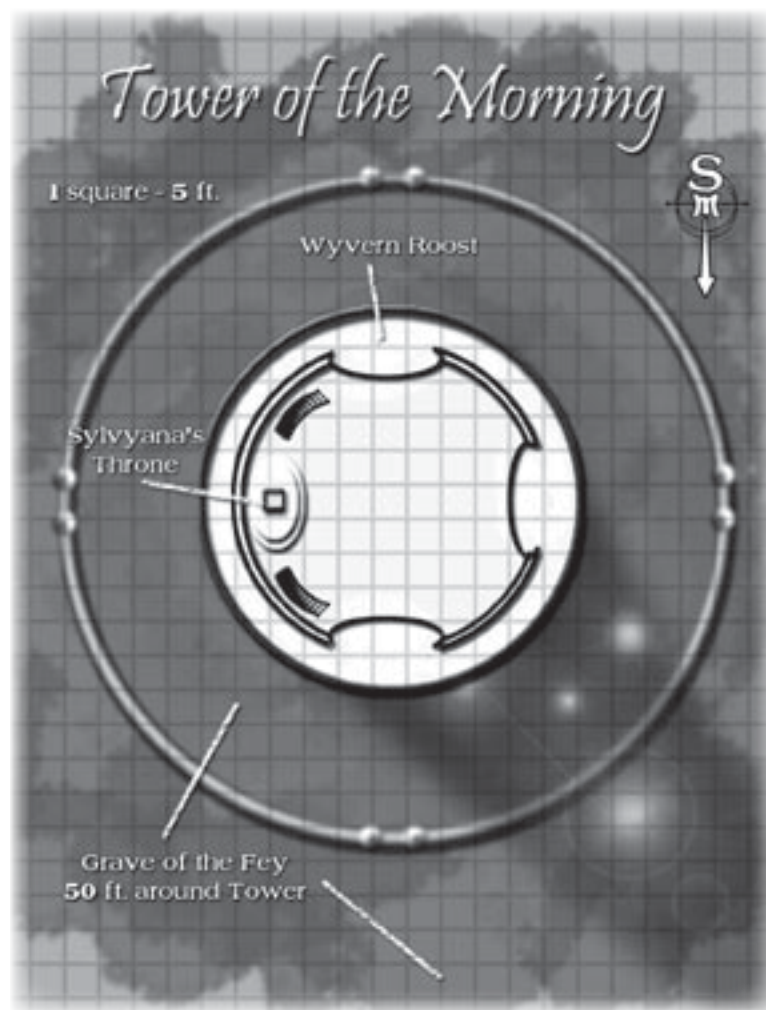
The Tower of the Morning is located at the very center of Baal'Aleph'Ethas, and no other structure remains standing for two hundred feet around it. It is three hundred feet in height, a slim tower capped by a crowned minaret, strongly reminiscent of the Towers of the Stars in Silvanost or Qualinesti's Tower of the Sun. Originally, the morning sun would rise in the east and illuminate the Tower with the help of hundreds of faceted glass crystals set into the tower's walls, making it radiate with a brilliant light for several minutes and bathing the central city area in a one mile radius with daylight. Since the Peaks of Baleph were raised, however, the conditions no longer exist for the tower to function in this manner. Once the sun finally crests the Peaks, the angle is no longer right, and thus the Tower of the Morning has not radiated this light since the Cataclysm. With time to observe the Tower, any character with a successful DC 30 Knowledge (architecture and engineering) check will

realize that a source of daylight from the proper angle will replicate this effect, regardless of the time of day or night. A DC 25 bardic knowledge, loremaster check, or use of spells such as *legend lore* will also provide this information, while a DC 20 Knowledge (religion) check will reveal that this effect will prove calamitous to many undead. If Amara Moonhunter is with the heroes, she will know about this legendary function also, though she won't know how to make it work (only that it once lit up in the morning light, before Cristyne was separated from the mainland).

The Tower is Sylvyana's residence and the center of her cult. She will be here whenever she is not otherwise described as being in another location. The following two keyed areas describe the most important sections of the Tower of the Morning.

RB5A. GRAVE OF THE FEY — TOWER OF THE MORNING [EL 16]

The Tower of the Morning was the last bastion of defense for the nobles of the city of Baleph when it was stormed by the ogres. Countless hundreds of elven defenders died before its delicate golden gates, including many sylvan creatures that lived among the elves in that era. The courtyard that surrounds the tower at a distance of 50 feet was once a lush and well-maintained garden; now it is merely muddy and featureless. The Kagonesti have long avoided this part of the city, however, for the restless dead



have a tendency to rise from the earth upon which they fell and seek the warmth of the living. It is known to them as *Tsalari-Sylphas*, the Grave of the Fey.

Creatures: For any living creature that approaches the Tower of the Morning by land, setting foot in the courtyard will awaken the undead spirits who slumber beneath the earth. Flying creatures will not trigger this effect, although Sylvyana and her Crows are able to stir the undead for their assistance—a boon granted by Chemosh.

The undead come in two varieties: ghouls and allips in great numbers. The ghouls were once elves, while the allips are the remnants of the fey that died in the massacre. Neither type of undead employs particularly complicated tactics; mobs swarm at their opponents or act in accordance with directions from the Ghoulish Queen. One mob of each type of undead will rise from the earth each round until all sixteen mobs have surfaced.

☞ Allip mob (8): hp 180, see page 317.

☞ Ghoulish mob (8): hp 180, see page 320

Development: Sylvyana may employ the restless dead of the Grave of the Fey at some point, especially if the heroes stage an assault on the Tower. If the heroes succeed in activating the Tower of the Morning's radiant property while these undead are above the ground and active, they will be immediately destroyed. Ordinarily, they are not averse to sunlight, but the Tower's radiance is much stronger than normal daylight.

Casting *consecrate* or *hallow* here will prevent the undead from rising from the earth, much as it did in RB2. Because of the stronger negative energy concentration in the *Tsalari-Sylphas*, however, the caster will need to make a DC 30 caster level check to overcome the power of the site's evil.

Experience Awards: In addition to a standard award for defeating the undead, heroes who succeed in consecrating or otherwise preventing the undead from rising again (thus releasing their souls to the afterlife) gain an additional 50% of the standard award for defeating them. You may want to group mobs together (CR 10 for two mobs, for example) for the purposes of experience awards if the heroes are high enough level that a CR 8 challenge is not worth XP.

RB5B. WYVERN ROOST—TOWER OF THE MORNING [EL 21]

At the top of the Tower of the Morning is an observation platform that runs around a domed structure. Three enormous archways lead into the structure facing north, south, and east. The dome encloses a room large enough to hold a hundred nobles, courtiers, and servants—the prince of the elves of Baleph would hold his court here, address his subjects, and make pronouncements. The fabled griffons of Cristyne would also roost here, sleeping on the bare marble floor in the evening. With morning's radiance, they would fly out of the roost in all of their glory.

Now, the roost has been turned over to Sylvyana's wyverns, and she sits upon the throne, looking out over the landscape below. Stairs lead down into the Tower proper, but Sylvyana disdains them, preferring to take winged

form or sit astride one of her wyverns when she wishes to survey her domain. Sylvyana may be found here if she is not conducting her rituals or traveling around Cristyne, moving her plans forward.

Creatures: Together with Sylvyana, the Wyvern's Roost is home to four greater wyverns and eight of their lesser cousins. Sylvyana's mount is a greater wyvern with permanent *greater magic fang*, but otherwise identical to the others. Sylvyana's personal guard is also present, consisting of six Kagonesti hunters and four attendant Crows of the Endless Hunger. If she needs them, Sylvyana can call upon up to four of her wightlins to come to her aid. Ravens, blackbirds, and other scavenger and carrion-eating birds fly about constantly.

☞ Sylvyana, the Ghoulish Queen: hp 125, see page 316

☞ Greater wyverns (4): hp 220, see page 320

☞ Wyverns (8): hp 59, see page *Monster Manual*

☞ Crows of the Endless Hunger (4): hp 53, see page 318

☞ Wichtlani Kagonesti hunters (6): hp 49, see page 326

☞ Silvanesti Wichtlin Cultists (4): hp 52, see page 323

Development: A confrontation with Sylvyana is possible before she begins her ritual with the *Tears of Mishakal* and the *Willstone*, but highly dangerous. The shadow dragon Adumbrant attacked her in her Tower and was repelled; she has thus far evaded attempts to stop her. If the heroes do attempt a direct assault, she marshals her forces quickly and retaliates. She will only engage in a battle for three or four rounds before getting herself as far away from the heroes as possible until she has regrouped.

Treasure: Sylvyana does not keep additional treasure and baubles beyond what she already wears on her person. The Tower itself is something of a treasure, especially if it can be used to generate daylight.

Experience Awards: If the heroes attack Sylvyana at the Tower and are driven off, you might still award them 50% of the award for trying. If they later defeat the Ghoulish Queen, they can receive the rest of the award.

SCENES IN BALEPH

Together, these two scenes form the final act of this chapter and their outcome will help to determine the fate of the elves of Pashin, Southern Ergoth, Cristyne, and indeed all of Ansalon. Lothian's final fate will also be resolved, for better or worse.

In preparation for these scenes, you should be familiar with the layout of the ruins. Because there are large amounts of undead, Kagonesti elves, and wyverns involved in the last battles, establishing a sense of where they are all coming from will help to guide the outcome for you. The heroes should have a number of resources at their disposal in addition to their own skills (see the sidebar, "Pulling It Together Against the Ghoulish Queen").

SCENE: LOTHIAN'S GAMBIT [EL 16]

This scene occurs once the heroes are within Baleph, preferably before they have alerted the Wichtlani Ghoulish Cult to their presence. Run this scene early so the heroes

will have time to make their plans afterward and gain the assistance of Naelathan (or another NPC in Lothian's control).

The ancient ruins of Baleph rise out of the mists of the Fey Wood, elegant yet eerie. Some distance to the right of you, a murder of crows settles on a large engraved rock, cawing noisily before flying off once more. The rock is a monolith of some kind, bearing barely legible script in ancient Nestari, the writing of the elves.

"It reads, 'Here we are taken by the Endless Hunger,'" says a voice from the fog. A lone figure emerges, hands raised to reveal peaceful intent. "Come no further for our souls are unquiet and our teeth are bared."

The Situation: If Naelathan has not yet been freed or recovered from Lothian's control (see the scene "An Old Friend" in Merwick), the figure is the



possessed figure of the kirath. If Naelathan was freed or found outside Merwick, substitute another of Merwick's NPCs for the kirath, preferably one with whom the heroes had become acquainted.

Lothian/Naelathan announces that he is here to help them, for they "are of like mind as I when it comes to the Ghoulish Queen." As before, his aura is confusing when looked at through divination magic. *True seeing* shows that he is truly Naelathan Shadowdark, but an ethereal presence is coexistent with him. Spells that detect alignment or *detect thoughts* give a confused reading, as if the kirath were under a *mind blank* spell effect. Lothian's conversation with the heroes is cut short; a group of Sylvana's minions emerges from the mist behind the heroes and attacks. The possessed kirath shouts, "Look out!" and draws a weapon.

Creatures: This is a group of six wichtlani satyrs, fey corrupted by Sylvana's *allomanya* ritual (CE male wichtlani satyr bard 5, CR 8 [no pipes] and CR 10 [pipes]). Not many satyrs follow

WHAT DOES LOTHIAN KNOW?

WHEN the heroes have an opportunity to question their former nemesis about Sylvana and the Wichtlani Ghoulish Cult, use the following details to guide the conversation. Lothian's attitude to the heroes is Indifferent. He could turn Unfriendly if attacked, but his pride is too great to let his feelings for the heroes cloud his greater desire to see Sylvana fail in her plans.

Who are you?

"Surely you have not forgotten me. It is I, Lothian. Humbled by you and snared by my dark lord Chemosh, I come to you now merely as a spirit seeking to undo the plans of an elfwitch."

What connection do you have with Sylvana?

"The Ghoulish Queen and I share a common patron. I, however, long ago turned from his favor. She carries it still, and though we are both dark elves and hated by our kindred, I would not see her succeed."

Who is Sylvana? What does she want?

"She was once a Queen of Silvanesti, first wife to a Speaker whose sole contribution to history was to choose his queens poorly and let his heart stray. When the elves turned from her in deference to their new Queen, she was outraged. She appealed to the Endless

Hunger for aid and led an army of undead, savages, and wyverns to civil war. She wants nothing less than the souls of all elves on Krynn and lays claim to them as her subjects. If they will not bend knee to her, she will strip their lives from them."

How was she defeated? How can we stop her?

"Last time, a druid named Waylorn Wyvernsbane led his allies against Sylvana. He was her lover once, and later her sworn enemy. Her pride was her undoing, for she never envisioned her weakness; take her servants from her and she will be undone. Then, strike when she is adrift. Chemosh is a fickle god. He will not save her if she cannot prove to him that she deserves his patronage. Like the Betrayer before her, and I before him, she will be discarded if you prevail over her schemes."

Why are you helping us?

"You might think it disingenuous of me to come to my former foes for aid. But you were instrumental in my end, so must you be instrumental in hers. Free me from my bondage and I will pass on to what the next life holds for me. Do not, and elvenkind is doomed."

her, but those she has already corrupted act as raiders and scouts around the outskirts of the ruins. They appear more angular and pale than most satyrs and wear grisly helmets crafted from silver in the semblance of goat skulls. One carries pipes; the others use shortbows and shortspears.

☞ **Wichtlani Satyrs (6):** hp 53, see page 327

Tactics: The piper satyr immediately use his pipes to create a *fear* effect, while the remaining satyrs release arrows at the player characters. The satyrs usually cast spells to enhance their own performance in battle; their stat blocks already assume the use of *cat's grace* and *eagle's splendor*. Only one or two of the satyrs will cast spells in any one round, leaving the remainder to engage the heroes.

Lothian, in his possessed "host," will deliver a number of vicious attacks upon the closest satyr. He is attempting to look at least somewhat helpful to the group in an effort

to win their trust. If his host takes more than half of his hit points in damage, Lothian retreats to safety. If his host dies, Lothian will be forced back to the *Tears of Mishakal*.

Development: Once the heroes overcome the satyrs, they will be able to speak properly with Lothian. If they have figured out that Naelathan (or his equivalent) is possessed or feel that the kirath is acting suspiciously, they might choose to confront him. See the sidebar, "What Does Lothian Know?" for help in running the social interaction. If the heroes do not realize that Naelathan is not who he says he is, one or more NPCs may point this out to the heroes. Lothian will not deny his true identity if it is revealed; he does not feel he has time to waste on the subject.

Lothian seeks to gain the heroes' assistance in freeing his spirit from the *Tears* and preventing the Ghoul Queen

PULLING IT TOGETHER AGAINST THE GHOUL QUEEN

The Dragon: Viktor Chiaroscuro, alias of the shadow dragon Adumbrant, is an important ally in the final act. In addition to or as an alternative to Adumbrant, the heroes may have enlisted the aid of Sirdar from the Christening Spring. The latter is helpful if the party is nervous about trusting an apparently amoral wyrm like Adumbrant. Whichever dragon is on hand to assist, they will not be taking center stage. Both dragons are cautious, with Viktor having been defeated once before by Sylvvana and Sirdar being intensely afraid of her. Instead, the heroes may find that the dragons can help by taking care of hordes of minor opponents, wyverns, or other problems while they get down to business.

The Ram's Horn: The *Ram's Horn of the Elderwild* can only be used to summon or call silver dragons (within 10 miles per horn sounder's character level) if sounded by a Kagonesti. Unfortunately, no silver dragons have been present on Cristyne since the War of Souls, but the horn's powers are not limited to this. The horn, if sounded properly (DC 15 Perform [horn] check, can be attempted untrained), can also free the minds of elves addicted to the cannibalistic properties of *allomanya*. All wichtlins targeted by the horn's *horn of blasting* effect (which may be used by any character) must make a DC 22 Fort save or be destroyed; all wichtlani creatures must make a DC 22 Will save or be stunned for 1d10 rounds as the *allomanya* in their system is rendered inert. Amara Moonhunter, as an heir to the line of Pathfinders, knows these secrets of the *Ram's Horn*; the heroes can otherwise deduce them with a DC 35 Knowledge (arcana) or bardic knowledge check.

The Dragonlance: The *Dragonlance of Huma* is incredibly potent against dragons and creatures with the dragon type. This makes it a suitable weapon to use against Sylvvana's wyverns. While none of her minions

are outsiders, the *dragonlance's* other abilities should be very useful in this chapter.

The Shard: If the heroes still possess the *Shard of Light*, they will find its powers just as useful against Sylvvana's undead as against the Betrayer in *Spectre of Sorrows*. The Ghoul Queen herself, despite the title, is not undead, which may surprise a number of players. She will know the weapon when she sees it though, and direct her servants to eliminate the bearer of the *Shard* in order to rid herself of the threat.

Allies from this chapter: These allies will all come in handy during this act. The Brass Tigers can help the party by staging their own commando raids upon the wichtlani Kagonesti. Amara has druidic powers of her own which she can use on the heroes' behalf to oppose Sylvvana's Crows. Naelathan, if the heroes have rescued him from Lothian's possession in Merwick, is a skilled ally and will no doubt have a great deal of motivation to help defeat the Ghoul Queen and retrieve the *Tears of Mishakal*.

Allies from other chapters: If the heroes have already been to locations in other chapters, they may have recruited more allies to their cause. The Legionnaire commander Kiro Dorova from Chapter Two: *Fires in Throth*, as a sylvan mage, will be very helpful indeed against the druidic enemies and their magical effects, much as Amara will. The copper dragon Clang from Chapter Three: *The Liberation of Bastion* might perform a similar role to Viktor or Sirdar, though she is far more capricious and fickle and might simply decide to depart on a whim. Emma Xela and Briony Thistleknot from Chapter Five: *The Doom of Daltigoth*, assuming they survived the events in Daltigoth, have a great deal of experience dealing with unnatural and dangerous creatures and would be more than happy to help.

from completing her ritual. He does not particularly care for the elves, but his desire to see Sylvyana fail is far greater than his desire to see the elves suffer. However, Lothian is one of the villains of the campaign, and the heroes may very well not care for his help. They should certainly not trust him. If they choose to attack the spirit, he will flee, leaving behind his “host.” He has no desire to battle the heroes at this time.

Experience Awards: The heroes should be awarded the standard amount of experience for overcoming the satyrs. The scene with Lothian might be worth some roleplaying awards if the heroes handle it well.

SCENE: THE GHOUL QUEEN EXULTANT [EL 18 AND 21]

This scene takes place in the House of Spirits (RB3) at sunset on the day the heroes arrive at the ruins of Baleph. If the heroes arrive with a lot of extra time, they might encounter Sylvyana elsewhere or even locate the elves of Pashin in the prison camp at RB4. An hour before this scene begins, Kagonesti hunters and warriors from the Wichtlani camps escort the Pashin elves, Belthanos (if he was kidnapped), and Father Jon Bolitho from their thorny prison to the House of Spirits. Sylvyana arrives on wyvernback just before the sun sets and enters the shrine to take her place at the altar.

When the heroes arrive on the scene, read or paraphrase the following:

As the western horizon glows with a ruddy light, the House of Spirits responds with its own eerie radiance. Hundreds of ghostly green witchlights move in a slow and macabre dance about the ruined shrine, while through the windows and cracks in the walls of the building, the evidence of candles and braziers is plainly visible. Wyverns with wings tucked against their sides perch on crumbling walls and solitary pillars, looking like draconic gargoyles. Bands of Kagonesti bearing the markings of the Ravenous Crow move about the exterior, their keen eyes active and alert, guarding the place where their mistress plans to conduct her unspeakable rite.

The Situation: Sylvyana has gathered together the elves of Pashin, Father Bolitho, and possibly Regent Belthanos

in the House of Spirits to be part of the Great Rite of Wichtlani. The Rite has three stages. Once all of them are complete, the power of the rite will be transmitted across all of Ansalon, transforming elves into Sylvyana’s undead servants. This power comes from the use of the *Willstone*, a potent artifact of domination that the Kagonesti of Southern Ergoth brought to Cristyne to keep safe from Gellidus, and the *Tears of Mishakal* that Sylvyana tainted with the Ravenous Banquet. Unlike the last time the *Tears* were corrupted, the taint is only temporary—but Lothian’s spirit keeps the foul stain of corruption in place while he is bound to the gems. Sylvyana also hoped to employ the *Ram’s Horn of the Elderwild* to remove the bond between elves and dragons, but she is satisfied her plan may still proceed without it.

Sylvyana wears the *Willstone* around her neck at all times and keeps the *Tears of Mishakal* nearby on the altar in the House of Spirits, ready for the third stage of the Great Rite of Wichtlani.

Creatures: Outside the House of Spirits, Sylvyana has a great many Kagonesti warriors and elite hunters from two of the Wichtlani camps at RB4, as well as all of the wyverns from the Tower of the Morning (RB5) that are still alive.

☞ Greater wyverns (4): hp 220, see page 320

☞ Wyverns (8): hp 59, see page *Monster Manual*

☞ Wichtlani Kagonesti hunters (30): hp 49, see page 326

☞ Wichtlani Kagonesti warriors (300): hp 22, see page 273

Inside the shrine are Sylvyana, the eight wichtlin priests who always assist her, six of her Crows of the Endless Hunger, and the leader of all of her warriors, Aracoe Pathfinder (NE male wichtlani Kagonesti elf fighter 8/barbarian 8, CR 17).

☞ Sylvyana, the Ghoulish Queen: hp 125, see page

316

☞ Aracoe Pathfinder, Chief of the Kagonesti: hp 149, see page 310

☞ Crows of the Endless Hunger (6): hp 53, see page 318

☞ Silvanesti Wichtlin Cultists (8): hp 52, see page 323

Also present, and bound with magically-strengthened ropes (hardness 3, 20 hp, Break DC 24, Escape Artist DC 24), are 28 non-combatant elves of Pashin; 4 elven warriors (CG male Silvanesti elf warrior 6); Shaylin Moonborn (CG female Silvanesti elf wizard 6/Wizard of High Sorcery 4), White Robe leader of the Pashin elves; Angelyn Starsinger (NG female Silvanesti elf cleric 8 of Mishakal), spiritual



leader of the Pashin elves; Father Jon Bolitho (LG civilized human cleric 13 of Mishakal) of Kalaman; and possibly Regent Belthanos (LG male Silvanesti elf noble 16), co-leader of the elves of Southern Ergoth. All of the Pashin elves are afflicted with the advanced stages of sunblight (see Appendix Two: Characters and Creatures).

☞ Shaylin Moonborn: hp 17, see page 315

☞ Angelyn Starsinger: hp 40, see page 309

☞ Father Jon Bolitho: hp 62, see page 282

☞ Regent Belthanos: hp 92, see page 314

☞ Pashin elven warriors (4): hp 25, see page 322

The Rite (First Stage): The Great Rite of Wichtlani has three stages. The first involves a lengthy invocation to Chemosh during which time Sylvyana is occupied. This takes 6 rounds. In addition to the House of Spirits' *unhallow* effect, Sylvyana has an *anti-life shell* (CL 20th) in place around her for the duration of her invocation. If she is attacked or injured in one of these rounds, Sylvyana must make a Concentration check (DC 10 + damage dealt) to maintain the invocation. If she fails, it adds an additional round to the time required.

The Rite (Second Stage): The second stage of the Rite is the use of the *Tears of Mishakal* to draw in the spirits of the Pashin elves, Father Bolitho, and Regent Belthanos. This takes only three rounds, during which time the victims experience horrific pain as the corrupted *Tears* bind their souls in readiness for the final stage. They are not yet dead, but they can do nothing while their souls are locked within the *Tears*. Lothian manifests at this point, watching on. Sylvyana is able to control Lothian's spirit, keeping him from interfering and forcing him to bear witness. Once again, if Sylvyana is attacked or injured, she must make a Concentration check or spend an additional round.

The Rite (Third Stage): The final stage of the Rite is the use of the *Willstone* to channel the power of the *Tears of Mishakal* and send it out into the world, where it will spread from the House of Spirits, wash over Baleph, and then extend outwards until it encompasses all of Krynn. Sylvyana first immerses the *Tears* into the font filled with Wichtlani *allomanya*, and the *Willstone* at her neck glows fiercely with green light. The bodies of the Pashin elves and other victims stiffen; their eyes and mouths flare up with the same green light as the *Willstone*. She must immerse the *Tears* for two consecutive full rounds. On the third round, spears of emerald light lance out from the victims and strike all of the elves in the House of Spirits with the exception of Sylvyana. On the fourth round, the light leaps outside of the House of Spirits, striking each of the Kagonesti who guard the shrine. On the fifth round, the light reaches all of the remaining elves in Baleph. If Sylvyana is allowed to continue, all of the elves on Cristyne will be affected within the next 10 minutes, and 20 minutes after that, all of the elves on Ansalon will be affected.

Effect of the Great Rite of Wichtlani: If Sylvyana's ritual is carried out to completion, it will snare the souls of elves throughout Krynn, delivering them to Chemosh. All elves, half-elves, and creatures with elven blood affected by the ritual gain a negative energy level each hour until the number of negative energy levels exceeds their Hit Dice, at

which point they die and rise again as wichtlins 24 hours later. An affected creature that is killed or dies before the number of negative energy levels equals their Hit Dice can be brought back to life with *resurrection* or *true resurrection* to avoid becoming a wichtlin. Other spells such as *death ward* or *restoration* will work if cast at CL 20th; the *Tears of Mishakal*, when used together, can accomplish this, for example. Spells such as *miracle* and *wish* will also undo the effects of the rite.

Preventing the Great Rite of Wichtlani: In order to prevent all of the above from happening, the heroes will need to stop Sylvyana and ensure that she cannot use the *Tears of Mishakal* or the *Willstone* to complete her ritual. This can be accomplished in a number of ways, most of which involve some level of planning, foolhardy bravery, and/or luck. This is where the heroes can make use of all of their abilities, resources, and allies (see "Pulling It Together Against the Ghoulish Queen" on page 157). If the heroes make it impossible to complete the ritual or otherwise interfere enough to make Sylvyana lose her temper, she will end the Great Rite and concentrate on trying to destroy the player characters.

Tactics: As soon as the heroes join the scene, Sylvyana's minions engage them. Her Kagonesti will generally use their standard attack routine and pair up to attack the heroes. The Crows of Endless Hunger will use spells to make the area more inhospitable for their opponents and then wild shape into a dire lion or dire ape form for a direct attack on spellcasters or rogue types. The wichtlins seek out elves to paralyze with their elfstroke, alternating attacks with the use of cleric spells.

Aracoe will take a hostage, if possible. The Kagonesti chief is Sylvyana's thrall and aims to please her when possible, so he seizes Belthanos, Angelyn, Shaylin, or Father Jon (or any other relatively helpless NPC) and orders the heroes to surrender. If Amara, Naelathan (who knows Aracoe from Silvanesti), or their equivalent is with the heroes, they can suggest to the party that if Sylvyana's hold over Aracoe is broken he will be of great help. Powerful magic to overcome a CL 20th spell effect, the *Ram's Horn of the Elderwild* or similar resources, will be of use here. Once Aracoe is freed, he immediately joins in the battle alongside the heroes.

Sylvyana is a very dangerous opponent and makes good use of her spells to swiftly eliminate targets. She will use *finger of death*, *flame strike*, *storm of vengeance*, and her own wild shape ability to isolate and incapacitate her opponents. She is also capable of using the *Willstone* each round as a free action to use *dominate monster* on a single target in line of sight; she will attempt this on the front-line fighters in the party. You shouldn't hesitate to pull out all the stops, as this is Sylvyana's big climactic battle.

If Sylvyana is reduced to a quarter or less of her hit points, she flees, trying to reach the Tower of the Morning. Her wichtlins will all follow her, but her Kagonesti servants remain behind. If she can reach the Tower (by wyvern or on foot) and make it to the top of the building, she can appeal once more to Chemosh to let her step back into the River of Time. The Ghoulish Queen leaps from the



edge of the Wyvern's Roost, falls, and is gone before she hits the ground. If she is killed before she can do this, she is dead permanently. Her servants and minions do not automatically become free of her influence once she is killed, but they will flee the battle if possible.

Freeing Lothian: One thing the heroes might succeed at doing in the battle is freeing Lothian from his bound state. *Break enchantment* (with a caster level check against DC 31), *freedom*, or *remove curse* (again, caster level check against DC 31) cast on the *Tears* will all allow Lothian's soul to become unfettered. This in turn allows the *Tears* to be rid of the stain of corruption, either by immersing them in holy water (or the water of the Christening Spring), having a character who is able to channel positive energy (such as a cleric or a mystic with the Sun domain) expend a turn attempt on the *Tears* and succeed at turning a 20 HD undead, or casting *atonement* on a character who is holding the *Tears*. These methods only work because the *Tears* have not been corrupted for long. When Lothian is freed, he manifests his spirit alongside the heroes and joins them in dispatching Sylviana's minions with his spells.

Factions: Defeating the Ghoulish Queen earns the heroes a +2 bonus to their KS, LS, BT, and EM faction ratings, a -1 to their KN ratings, and a -4 to their WS and WG rating.

Treasure: As well as recovering the *Tears of Mishakal*, the heroes might have seized the *Willstone* (assuming Sylviana did not leave with the gem). In addition, see RB3 (page 152) for more information about treasure in the vault under the House of Spirits.

Experience Awards: Stopping Sylviana is considered a major party mission goal. The heroes may have promised to rescue the elves of Pashin and bring the *Tears of Mishakal* to them months ago—these characters may also gain a minor party mission goal award for completing that long quest. Other experience point awards are as standard.

AFTER THE RITUAL

If the heroes are able to stop the Great Rite of Wichtlani, kill or banish the Ghoulish Queen, free Lothian, and retrieve the *Tears of Mishakal*, they will have lifted the darkness from Cristyne and eliminated one of Gellidus's key allies. The elves of Krynn will also have been saved; those of Southern Ergoth and Cristyne now have a possible future in store for them here in Baleph. The elves of Pashin can be cured with the *Tears of Mishakal*, which Father Jon Bolitho cheerfully agrees to use on them, entrusting them to Angelyn Starsinger when he is done (if she has lived through the battle). If Angelyn has died, he takes the *Tears* back to Kalaman. When the morning sun rises, the elves will no longer need to hide their faces from its light.

If Viktor Chiaroscuro aided the heroes in the battle, he will tell them that he has decided to stay in Merwick and continue to seek an answer to his missing past. Even if he was not with them, the shadow dragon will find them before they depart and pass on this information. Sirdar, if present, will return to the Christening Spring, somewhat improved in demeanor. The Brass Tigers will announce that they intend to help track down the remaining members of the Wichtlani Ghoulish Cult in order to get them

help for their *allomanya* addiction.

Aracoe Pathfinder, released from his mental control, will pass the *Ram's Horn* onto another Kagonesti, saying he has proved incapable of properly safeguarding it. If Amara is present, she will be the one granted the *Ram's Horn*. She will be known as Amara Pathfinder from that point on, chieftain of the Kagonesti on Cristyne; Aracoe will remain with her as counsel and master of the Wild Hunt.

Regent Belthanos, if he was kidnapped, will be extremely grateful to those who helped him escape. He plans on calling together another Elfmoot, this time catered by his own private chefs. The heroes will find that the elves more than willing to assist them if they should ever call upon them in times of great need. This should come in handy in Chapter Seven.

LEAVING BALEPH

Baleph should be the last stop for the heroes on Cristyne, although they can probably travel safely to Merwick again if they have pressing business there. Once they are rested and recovered from their adventures, the heroes' five major paths onwards are described below.

- **Travel to Throthl (Chapter Two):** Working on the information provided by Gibrana Rentir, Fume, or Etharion Cordaric, the heroes may choose to head eastward into Throthl, the realm of the dragonlord Fenalysten (known to mortals as Cinder). Armed with a *dragonlance* and other items of power, the heroes may discover the movement to overthrow the dragon tyrant, free the prisoners in Cinder's labor camps, and potentially seize control of the Malfesan Horde.
- **Travel to the Tower of Magus in order to reach Bastion (Chapter Three):** With the use of the Mer-Kane portal map, the heroes might seek out the nearest location of a portal to Bastion, the mysterious Tower of Magus. If they take this route, go to the Roads to Bastion chapter for information about entering the portal.
- **Travel to Daltigoth (Chapter Five):** Taking a ship from Merwick to Southern Ergoth, using Bastion's portals, or employing magic will allow the heroes to reach Daltigoth. They could be investigating the *allomanya* or the Whitescale Society, perhaps by making contact with the Legion cell that operates there. The heroes may also wish to travel to Ergonesti, the lands of the united Qualimori and Silvamori elves, to assist them in resisting Frost's minions.
- **Travel to Khimel (Chapter Six):** Rather than head to Daltigoth, the heroes might attempt to go straight to the icewarrens of Khimel, the breeding ground of the white dragonspawn. They would need to hire a ship in Merwick and head cross-country once they disembarked. If they were seeking Frost, this would be the obvious first choice.
- **Meeting with Rasca (Chapter Seven):** If this was the heroes' sixth chapter and each of the dragon skulls has been collected by the heroes or Gilthanas, they are ready to meet Rasca again and receive the reading from the Ice Key. The confrontation with Frost will be that much closer.

CHAPTER FIVE: THE DOOM OF DALTIGOTH

*“...found in a city of stone
where ogres walk the ice
a gluttonous tyrant-king sends forth
foul potions to entice.”*

CHAPTER SYNOPSIS

This chapter details the heroes' arrival in the area of the ogre capital of Daltigoth on the shores of Lake Morgash. There they have the chance to overthrow the dictator, Tdarnk, and strike a blow against Frost's network of control in the West. The chapter also covers Eastwatch, the embattled region at the edge of Frost's domain, which includes Foghaven Vale, the Solamnic Knights of Castle Eastwatch, and the elven communities of Qualimori and Silvamori.

EASTWATCH

This region has been called many things during its history, but its current name reflects both the fort that stands between it and Gellidus's frozen domain and the paranoia that its inhabitants share in the face of the White's seemingly invincible power. Eastwatch is a nominally free realm, allied to and supported by the Free Walled City of

Merwick and the lands of Gunthar on Sancrist. Eastwatch also includes the ravaged elven realm of Ergonesti, formerly the Qualimori and Silvamori colonies and their surroundings. Although Eastwatch remains home to rebels and freedom fighters, its days are almost certainly numbered. The region's greatest defenders are dead, dying, or have fallen from the light; those few who remain are embittered and steadily losing hope. Unless Gellidus and his ogre minions in Daltigoth are defeated, Eastwatch's future is sealed.

HISTORY OF EASTWATCH

In the time before the rise of Ergoth, the region of Eastwatch was a wilderness that included a section of the Elderwild Wood and the Last Gaard Mountains. Its earliest inhabitants were the ogres, who laid claim to the mountainous areas and erected glorious structures close to the sky. Elves, especially the Wilder Elves who would become the Kagonesti, spread through the forested heartland and came into conflict with the ogres. In the wake of the Second Dragon War, while the continent recovered from the magestorms of the wild mages, the region was conquered by Ackal Ergot and his united

SIGNPOSTS: GETTING HERE FROM THERE

SOUTHERN Ergoth is covered by two chapters: this one, which includes the Eastwatch region and Daltigoth, and Chapter Six: Devastation in Khimel, which covers the Frozen Wastes, eastern coastal towns, and the city of Khimel. The following is a brief summary of ways to get to Daltigoth from Kalaman and the sites in Chapters Two, Three, Four, and Six. Getting to Eastwatch is more or less the same as that for Cristyne in Chapter Four (see page 124). Using magic (such as *teleport*) or traveling by air will almost always be more expedient. Those using more mundane methods should refer to the following:

From Kalaman: The easiest route to Daltigoth takes the heroes overland through Solamnia to Caergoth and then across to Eastport (see Chapter Six). Another route is Pontigoth by way of Solamnia, Lemish, and the New Sea. They might also take a ship along the western coast of Solamnia and through the Ergoth Divide, which risks attracting the attention of Frost's mariners. An Ergothian Merchant Marine vessel is the only ship likely to make the trip, which will likely take four weeks.

From Throt: The fastest route to Daltigoth from Estwilde and Throt is by air. The potential exists for the heroes to run into trouble across the Gale, so following a shipping lane is a good plan. Such a route takes three

days by air, but several weeks by ship; the heroes will first need to journey to Haligoth and travel via the New Sea past Schallsea, skirting the edge of the Gale. The Ergothian Merchant Marine is a very good choice for getting to Pontigoth in this fashion; other vessels are likely to want to leave the heroes at Zaradene and head back into the New Sea.

From Bastion: One of the portals to Bastion is located in the ruins of the Tower of High Sorcery at Daltigoth. Using Bastion's portals will allow the heroes to quickly cover the distance from any other location and emerge right in the heart of the ogre city, which brings its own dangers.

From Cristyne: Traveling from Cristyne to Daltigoth requires a day's journey across the Gentle Bay to Welmet or Linsel. The heroes can then travel across the Last Gaard Mountains to the Wasted Lands and around Lake Morgash to Daltigoth.

From Khimel: Getting to Daltigoth from Khimel requires a day's journey southwest across the Frozen Plains of Southern Ergoth to Zhea Harbor, where the heroes may be able to secure passage across Lake Morgash to Daltigoth via icerigger. Getting to Eastwatch is a more direct journey but requires crossing over the Last Gaard Mountains, which may be just as formidable as the Frozen Wastes themselves.

ON THE TRAIL OF GILTHANAS

In this chapter, Gilthanas arrives back in Daltigoth to collect the dragon skull that is currently in Tdarnk's hands. The ogre titan used his Whitescale Society channels to recover the skull from Northern Ergoth, where it lay in the vaults of the Shadowlark family of Castle Crimson. Tdarnk has no immediate use for the skull and would never deny one of Frost's primary

agents his prize. Of course, this means the Dictator of Daltigoth will stop at nothing to keep others from the skull, which is locked away in the Sanguinarium (see "Intrigues and Insurgency in Daltigoth"). Gilthanas will also attend the funeral of Lady Riva Silverblade at Castle Eastwatch if he is in this chapter at the same time as the heroes.

human tribes. Against many odds, the mighty general seized Daltigoth as his capital, and the lands to the west over the Last Gaard Mountains were settled. The Ergothian Empire was born.

During the time of the Empire, through both the Age of Dreams and the Age of Might, the region formed the bulk of the Southwest Hundred, one of Ergoth's most productive provinces. The manors of Finn, Welmet, and Logan were governed from Castle Eastwatch, home to the Marshal of the Southwest Hundred and his family. The region remained an Ergothian province up until the Cataclysm, even after Daltigoth was ruined and the Imperial throne moved to Gwynned. Relations with Solamnia to the east were cordial, however, despite Ergoth's troubled relationship with its neighbor. The Tomb of Huma was erected in the Last Gaard Mountains, and Castle Eastwatch opened its doors to a circle of Knights

of Solamnia who were ostensibly present to protect and watch over their fallen heroes' sacred site.

When Ergoth was divided by the Cataclysm, its southern half was cut off from both the Empire and Solamnia. The survivors of the catastrophic changes rallied together under a number of provincial lords and Solamnic knights, who did not receive nearly the same negative reaction as their mainland counterparts. Castle Eastwatch became a waystation of sorts for migrants fleeing Solamnia to Sancrist, though eventually this came to an end as the ogres grew in numbers. By the time of the War of the Lance, Daltigoth was firmly under the control of the hill giant Stormogre, and the Dragonarmies had begun to encroach on Southern Ergoth's free settlements. This, together with the arrival of the elven refugees during the War, had a profound impact on life in the region.

Eastwatch weathered further changes when, following

the Chaos War, the Dragon Overlord Gellidus seized Southern Ergoth and used his skull totem to cover most of it in snow and ice. Castle Eastwatch and the towns around it, as well as the southernmost coastal areas, were not so heavily hit by the climatic change; for these lands, autumn never ends. The Solamnic Circle at Castle Eastwatch became the staging ground for missions into Gellidus's realm, many of these lead by the elflord Gilthanas and his partner, Lady Arlena Plata—the silver dragon D'argent. For decades, the garrison's commander, Lady Riva Silverblade, has been a force to be reckoned with, but like Eastwatch itself, the Lady of Swords appears not long for this world.

TRAVEL IN EASTWATCH

Important Rules: Overland Movement, Chapter 9: Adventuring in the *Player's Handbook*; Survival skill, Chapter 4: Skills in the *Player's Handbook*; Forest and Hills Terrain, Chapter 3: Adventures in the *Dungeon Master's Guide*.

Eastwatch is a hilly and forested region that presents few problems for a seasoned traveler. The Elderwild Wood and Southern Wood have been occupied for hundreds of years by both humans and elves, and many trails and forest paths exist between locations of significance.





The towns of Eastwatch are connected by roads of packed earth and, although the region never experiences spring or summer because of the climate to the east, it manages to remain free of most hazards relating to weather and environment.

Once the heroes get into the Last Gaard Mountains, however, things change. The mountains are bitterly cold, windswept, largely without trails, and extremely hazardous. See the sidebar “Over the Last Gaard Mountains” for additional travel information; this section deals primarily with travel in Eastwatch itself.

TRAVEL BY LAND

Most of Eastwatch can be crossed by road, especially when traveling between the towns. Overland movement is largely unimpeded and, even in the hills and forests, the ability to stick to a trail or a path makes it difficult to get lost (x1 speed). There are sections of the Elderwild Wood that are essentially trackless, however, especially north of Dir-Plaanar and around the villages of Sun and Rain; these areas count as trackless forest (x1/2 speed).

TRAVEL BY BOAT

The swift-moving Noble River bisects Eastwatch from east to west, starting in the Last Gaard Mountains and emptying in Wemers Bay. This allows shallow drafted vessels, such as longboats or rafts, to reach Castle Eastwatch from the town of Welmet, albeit at 1/2 speed

(because of the effort to move upriver). The elven lands of Ergonesti include the Thon-Sorpon and Thon-Tsalarian rivers, which meet at the Dir-Plaanar and empty into Harkun Bay. These rivers are broad and slow moving, offering passage into the Elderwild Woods and north into former Kagonesti lands.

TRAVEL BY AIR

Air travel, whether on the back of a flying mount or through the use of *overland flight* or similar magic, is unimpeded in Eastwatch for most of the year. The greatest threat to airborne travelers are white dragons or dragonspawn patrolling the Last Gaard Mountains, some of which have been known to venture out over Eastwatch to terrorize the inhabitants. Gellidus himself used to make excursions into Eastwatch and Ergonesti when he laired near Foghaven, but he hasn’t been seen in the area for months.

FEATURES OF EASTWATCH

The lands of Eastwatch are extensive, stretching one hundred miles north from Harkun Bay to the town of Errow and another hundred miles east from the Bay to the western edge of the Plains of Kri. Most of the action in this chapter takes place near the middle and to the north of this coastal region in the rugged yet still starkly beautiful hills and forests that the elves and humans of Southern Ergoth still call home. After almost thirty years of Frost’s

KNOWLEDGE OF EASTWATCH

KNOWLEDGE will be important in this chapter. The following table shows the results of an applicable Knowledge (geography), Knowledge (local), Knowledge

(nobility and royalty), or bardic knowledge check as it relates to Eastwatch.

DC	Results
10	Eastwatch is nominally a Solamnic controlled region, but it is constantly under threat from the White Dragon Overlord Frost. It was once a part of Ergoth and is close to Foghaven Vale, the valley where Huma’s Tomb is located and <i>dragonlances</i> were once blessed. Castle Eastwatch is ruled by the Lady of Swords, Riva Silverblade.
15	Gilthanas and Silvara were once staunch members of Lady Riva’s defenders at Castle Eastwatch. They went missing many months ago, and since then, the defenses have been sharply weakened. According to rumor, Lady Riva has become disheartened by the loss of her friends.
20	Eastwatch and Sancrist were unable to join the reclamation of Solamnia by Lord Lorimar and his allies. Grand Master Ehrling and Lady Riva dedicated all of their resources to fighting off raids upon their holdings by Frost’s minions. This has created a rising tension between mainland Solamnics and those on the western isles.
25	As the Qualinesti and Silvanesti elves talk about leaving Southern Ergoth for the island of Cristyne like the Kagonesti, Lady Riva finds her support slipping from all corners. Her second in command, Lord Efram uth Tromar, has counseled aggression but is held back by Lady Riva’s even temper.
30+	Something has happened at Foghaven Vale. Knights have traveled there looking for <i>dragonlances</i> and not returned. Frost has moved his lair from the caverns around the Stone Dragon, apparently to the ice warrens of Khimel, but he must have left something terrible behind to guard the Tomb of Huma.



reign, Eastwatch has become a land where only those with determination, will, and endurance can thrive, making it a frontier of heroism along the ramparts of evil.

WEATHER

Eastwatch is caught in a permanent state of autumn. The temperatures never climb higher than 58 degrees, and frequently drop below freezing at night and throughout the winter months. Icy winds howl around the foothills and up into the peaks of the Last Gaard Mountains, and blizzards strike low into the lands of Ergonesti and the Eastwatch towns on a regular basis in the fall, winter, and spring seasons. During the course of this adventure, which takes place in late summer, snowstorms are much less common south and west of the Last Gaard Mountains, but bitterly cold rain, clinging fog, and occasional hail are likely weather events.

FLORA AND FAUNA

The woods and hills of Eastwatch are predominantly known for their conifers, such as blue pine, Eastwatch fir, and Harkun spruce. These trees grow among the cooler hills and right to the tree line of the Last Gaard Mountains. Midway down and into the lowlands of Eastwatch, the evergreens mix with deciduous trees such as oaks and maples that struggle to maintain an existence in the rough climate. Junipers are ubiquitous in Eastwatch, especially along the Noble River and Thon-Sorpon. Stands of birch trees are an occasional sight near Harkun Bay and towards the Rocklin Plains. In unforested areas, hedgerows and berry bushes line roadways; the hilly plains are covered in clover and heath.

In general, all animals in the region have been acclimated to the cooler weather. Deer, wild boar, and bighorn sheep are the most common forms of herbivore in Eastwatch. Domesticated sheep and pigs are a regular sight in the towns. Predators such as wolves and mountain lions have dwindled in numbers, due in part to extensive hunting, but also because of the greater frequency of white dragons, white tylors, and other large creatures that have driven the smaller predators away. Marine birds, such as gulls and terns, make up the greatest percentage of birdlife in Eastwatch. The rest are waterfowl such as the Eastwatch blue duck, the speckled swan, and the Wemerside spoonbill.

THE TOWNS OF EASTWATCH

Eastwatch remained relatively peaceful following the Cataclysm, so much so that it and Sancrist were the only regions in Ansalon where the Knights of Solamnia could avoid persecution. Even now, under the oppressive shadow of Gellidus, the towns of Eastwatch continue to persevere as they always have: a coalition of trade and craft centers linked by a common bond to the Knights who protect them and the mixed Ergothian and Solamnic heritage that marks them. The following information should serve as a basic introduction to the towns of Eastwatch.

Brandal (Small Town, 914): The town of Brandal has a port, but it is not as deep as that of Welmet and not

as accessible as the ports in Linsel or Errow. A Solamnic manor house, the home of Baron Pwyl Clariot (LG male civilized human noble 3/fighter 3), is famous for being turned over almost completely to the town's main industry, horses. As many as thirty-eight stables can be found either in town, nearby in the Southern Woods, or on the manor grounds. *Main Trade Goods:* Horses, riding supplies.

Daring (Village, 660): Daring is a peaceful community along the coastline to the south of Welmet. It struggles to prosper alongside the other towns, and because of its remote location, it occasionally has to deal with attacks from spawn or ogres. However, elves from the Elderwild routinely visit and have established a good relationship with the villagers. The mayor, Donal Emberleaf (NG male half-elf expert 5/warrior 4) is the son of a Kagonesti healer and Daring's previous mayor, and he is as courageous as the village's name would lead one to expect. *Main Trade Goods:* Fish, scrimshaw, ink.

Errow (Small Town, 929): Errow is famous for its logging trade and for producing stout rangers and even a handful of druids in service to Habbakuk. The lord of Errow's manor, Baron Grifydd uth Jotun (LG male civilized human noble 2/ranger 5), is an enormous man who involves himself closely with the townsfolk, and he is one of the first to prepare himself for defense when needed. *Main Trade Goods:* Timber, paper.

Finn (Village, 697): The village of Finn has swelled in population since the mining boom in Helt. Most of the residents spend their time working forges and making steel, which is then sent on to Castle Eastwatch or down the river to Welmet. More than a third of Finn's population is made up of hill dwarves, refugees who fled Zhea Harbor and Solamnia years ago. The mayor, Uller Gneissfeld (NG male hill dwarf fighter 4/expert 6), is a retired miner and the brother of Helt's mayor, Hulgard. *Main Trade Goods:* Steel, iron, weapons & armor, metal goods.

Helt (Village, 508): Helt is a rustic mining community that grew many decades ago when a number of iron and graphite deposits were discovered in the west-facing slopes of the Last Gaard Mountains. Because the mines are so deep, dwarves make up the town's largest percentage of population, the remainder of which is composed of Ergothian immigrants. Mayor Hulgard Gneissfeld (NG male hill dwarf fighter 2/mystic 4 of Earth) uses his mystical talents to find mineral deposits as well as to defend the village against incursions from over the mountains. *Main Trade Goods:* Iron ore, mining supplies.

Linsel (Small Town, 935): The town of Linsel is a coastal community that has a well-earned reputation for breeding fine cattle and deer. Despite its location near the sea, Linsel has poor fishing. The local lord, Baron Rupert Stagford (LG male civilized human noble 5/rogue 2), is something of a knave; his family was killed in a shipwreck years ago, and the family estate fell into his hands. Luckily, the Solamnic nobles in the region have been a moderating influence. *Main Trade Goods:* Beef, venison, leather, sausages.

Logan (Village, 744): Like Finn, Logan has grown in size since the mining operations at Helt have increased,

but it remains relatively unaffected by the metalworking trade. Logan's mayor, Troia diMannan (LG female civilized human expert 6/ranger 3), has been a voice of dissent among the leadership of the towns. She opposes the growth of the mines and favors the natural world; in this she has the support of the Barons at Errow and Brandal, but she realizes that she cannot stave off progress. The Knights of Solamnia depend on the steel of Helt too much in the battle against Frost. *Main Trade Goods:* Grain, bread, oats, various food crops.

Welmet (Small Town, 980): The town of Welmet, located on Wemers Bay at the mouth of the Noble River, has been a port for hundreds of years. Like the other three larger communities in Eastwatch, Welmet has a Solamnic manor house, still in the hands of the Glendower family. **Baron Havgan Glendower** (LG male civilized human noble 7) is the aging head of the household; his three sons, all knights on Sancrist, know better than to ask him to step down or retire. Baron Havgen's wife Edwina (NG female civilized human noble 3) keeps the accounts for ships and merchants coming in and out of the port. *Main Trade Goods:* Shipping supplies, carpentry.

THE ELVES OF ERGONESTI

Ergonesti is the name given to the former elven refugee colonies of Southern Ergoth, established during the War of the Lance after the Dragonarmies invaded the elven homelands. Silvanesti and Qualinesti settled along the Thon-Sorpon and Thon-Tsalarian rivers in lands formerly only occupied by the Kagonesti wilder elves. Years of struggle, racial conflict, and compromise followed as the Kagonesti resisted their enslavement, and the refugee elves fought to maintain their dignity. Most of the original refugees returned to Silvanesti and Qualinesti in the years of recovery, but those who stayed behind worked hard to create a community that defied the tragedies of its early beginnings.

Since the Chaos War and the brutal oppression of the Dragon Overlords, the elves of Southern Ergoth have borne witness to another tide of elven migration. Co-regents Belthanos (LG male Silvanesti elf noble 16, see Chapter Four) and Merathanos (NG female Qualinesti elf noble 4/ranger 8/wizard 3) stubbornly hold their communities together, but the elven diaspora from Qualinesti and Silvanesti that has resulted from the War of Souls threatens to sweep them up with it. The Kagonesti have abandoned Southern Ergoth completely for Cristyne and now Ergonesti, such as it is, cannot hold; Belthanos also looks to Cristyne for the future of the elves of the western isles, while Merathanos argues for a consolidated opposition to Gellidus and the ogres. The heroes arrive at a time of great indecision and trial, and their actions may influence the fate of these colonial elves.

While there are no scenes in this adventure that take place directly in Ergonesti, the following should serve to provide some background for you if the players travel through their lands. The elves of Ergonesti constitute no faction of their own, but the heroes may influence them with their Knights of Solamnia faction rating at a -4

penalty. The elves of Ergonesti have a small but potentially crucial military force that could be of assistance in Chapter Seven: *The Fury of the Gale*.

Qualimori (Large Town, 4,386): The larger of the two colonial settlements, Qualimori was little more than tents and crude buildings during the War of the Lance. Decades later, it has grown into a typical elven town, its buildings in harmony with the trees and wildlife. The elves sought to capture what they missed from Qualinost, so the town looks strangely familiar to any who remember the Qualinesti capital before it was destroyed by Beryl. Elven refugees from coastal towns in Qualinesti who fled Beryl in the War of Souls are responsible for Qualimori's current population.

Silvamori (Large Town, 2,844): Silvamori, though smaller than Qualimori, is currently the seat of regency and therefore more heavily protected. Regent Belthanos's House Protector knights patrol the borders; a new temple to Mishakal educates these elite warriors in their religious devotion. Not far from the town, on the island of Dir-Planaar, another shrine has been erected to the memory of E'li, and mystics among the Ergonesti elves maintain this place for those occasions when the united elven leaders need a place to meet in sanctuary.

Rain and Sun (Villages, 0): These were the two largest encampments of wilder elves up until five years ago when the last of them left for their new home on Cristyne. Now, the villages are abandoned and left to the wilderness, which has encroached steadily upon the huts and conical tents left behind. Obvious signs of malicious vandalism and destruction brought about by frustrated dragonspawn or ogres can be found without much effort.

RANDOM ENCOUNTERS

The chance of a random encounter while still in Eastwatch is 10% in the morning, afternoon, and evening periods, and 15% at night. If an encounter is determined, use the following table.

d%	Encounter	Average EL
01-15	Ogre slavers (1d6+6)	15
16-30	Winter wolf pack (1d3+3)	14
31-45	Hailstorm!	+1
46-60	Solamnic patrol	13
61-75	Elven freedom fighters	14
76-90	Dragonspawn raiders	15
91-00	White dragon flight (1d4+3)	16

Statistics are found in the **Appendix Two: Characters and Creatures**. Specific encounters are described in detail below:

Dragonspawn Raiders: This is a raiding party consisting of six white dragonspawn (CE male white dragonspawn fighter 8), three of which have white taylor



mounts (CR 6). They are raiding into Eastwatch to spread fear and terror; the creatures employ guerilla tactics, striking quickly at travelers from multiple directions. Their initial attitude is Hostile. If captured and interrogated, the dragonspawn will not be able to reveal anything more than the location of their outpost in the Last Gaard Mountains. They do not know the nature of the creatures guarding the Tomb of Huma.

☞ White dragonspawn raiders (6): hp 65, see page 347

☞ White taylor mount (3): hp 93, see page 347

Elven Freedom Fighters: These elves travel along the Last Gaard Mountains, striking back at incursions from Daltigoth and the Frozen Wastes. They consist of six Wildrunners from Qualimori (CG male and female Qualinesti elf ranger 2/fighter 6) and their Silvanesti officer Queralos (CG male Silvanesti elf fighter 3/sorcerer 6/eldritch knight 2). The officer, haughty yet battle-hardened, acts as the voice of the freedom fighters. His initial attitude is Indifferent. If he believes the heroes are aggressors or invaders, he will order his Wildrunners to attack with bows. If the heroes negotiate an accord with the elves, the officer will volunteer to act as an escort unit over the Last Gaard Mountains or into Ergonesti.

☞ Qualinesti wildrunners (6): hp 42, see page 344

☞ Silvanesti officer: hp 43, see page 344

Hailstorm! Inclement weather begins if this encounter is generated. After ten minutes of steady rain, the winds pick up and the rain turns to hail. Because of the combination of severe wind and hail, Listen checks are made at –8 and ranged attacks suffer a –4 penalty. This weather continues for a half hour; see **Chapter 3: Adventures**, “Weather” in the *Dungeon Master’s Guide* for more information about hail and severe winds. During the hailstorm, there is a 25% chance of another encounter (re-roll on the table, disregarding another Hailstorm).

Ogre Slavers: These are slavers from Daltigoth on the hunt in Eastwatch for elves. They are nomadic or “wild” ogres (CE male ogre barbarian 6), not Tdarnk’s urban ogres, but they sell their captives to the Dictator nevertheless. When encountered, they will be Unfriendly unless the party includes elves, in which case they will be Hostile. The ogres capture, not kill, if possible; half of them will use nets while the rest attempt to deliver nonlethal damage with clubs.

☞ Ogre slavers (7-12): hp 90, see page 343

Solamnic Patrol: Patrols of knights are most common near Castle Eastwatch but, because the Knights of Solamnia maintain small forts and outposts throughout Eastwatch, one might be encountered anywhere. Such a patrol consists of ten men-at-arms (LG male civilized human fighter 3), two Knights of the Crown (LG male civilized human fighter 4/Knight of the Crown 2), and their officer (LG male civilized human noble 2/fighter 3/Knight of the Crown 4). The patrol will initially be Friendly, unless the heroes appear to be monstrous (draconians, ogres, minotaurs, and so on), in which case their attitude begins as Indifferent. These knights are potential allies against further encounters in the area and may escort the heroes to Castle Eastwatch.

☞ Solamnic Men-at-Arms (10): hp 24, see page 345

☞ Knights of the Crown (2): hp 39, see page 343

☞ Crown Knight Officer: hp 69, see page 341

White Dragon Flight: Glacier, Frost’s sometime consort (from **Chapter 6: Devastation in Khimel**), sends many of the smaller white dragons (CE male juvenile white dragon barbarian 5) on long range scouting missions, including into Eastwatch. Not particularly bright, these dragons can become distracted by potential prey and swoop in to fight over it. The flight, if encountered, is 1d4x100 yards away and Unfriendly. Half of the white dragons hang back, sizing up the heroes, while the others close in to use their icy breath. If one or more are killed, the rest will flee back to the Frozen Wastes, unwilling to further risk their lives so far from home.

☞ White dragon scouts (4-7): hp 157, see page 346

Winter Wolf Pack: Enormous creatures such as these winter wolves (NE advanced 18 HD winter wolf) usually come about as a result of selective breeding and experimentation by Tdarnk’s ogre mages. After they mature, they are released into the wild, where the cunning creatures form packs and prowl the cold forests around Eastwatch and the Last Gaard Mountains. These packs always begin as Unfriendly.

☞ Advanced winter wolves (4-6): hp 189, see page 339

ADVENTURE SITE: CASTLE EASTWATCH

Castle Eastwatch is a cold, windswept Solamnic fort located along the Noble River in the Eastwatch region of Southern Ergoth. It has been held by a small circle of knights since the earliest days of the Age of Despair; prior to the Cataclysm, it was a seat of government for the Empire of Ergoth (see **History of Eastwatch**, page 161). Castle Eastwatch is notable because of its role in guarding Foghaven Vale, the site of Huma’s Tomb; it is also famous for being the home of Gilthanas and his beloved silver dragon, Silvara, for the past few years. Castle Eastwatch’s role in the western isles is greater than its physical size would suggest; Sancrist places great store in Lady Riva Silverblade’s leadership. Unfortunately, the strain of years dedicated to protecting towns in Eastwatch from Frost and aiding the elves of Ergonesti has had its effect on Lady Riva.

GETTING TO CASTLE EASTWATCH

Castle Eastwatch may be reached by the Noble River or a road from the town of Welmet, twenty-five miles away. Travelers who arrive on horseback will find the stables large and well maintained. The Castle has its own dock, large enough to moor three large shallow draft vessels. A ferry moored at the dock also provides transport across the Noble River to the northern road that leads a further twenty-five miles to Finn. The Last Gaard Mountains are thirty miles from Castle Eastwatch, but the road that follows the Noble River up into the mountains is poorly maintained and frequently the site of attacks from white dragonspawn or wild ogres.

PEOPLE TO MEET IN CASTLE EASTWATCH

Lady Riva Silverblade (LG female civilized human fighter 4/cleric 3 of Kiri-Jolith/Knight of the Sword 7 [Clerist 1/4]) is the Senior Knight of Castle Eastwatch. She is a tall silver-haired woman of ninety winters, and her health has been growing progressively worse. Her faith keeps her alive for the time being, but she is also beginning to accept her own mortality. Her second-in-command, Lord Efram uth Tromar (LG male civilized human fighter 8/Knight of the Crown 4), is an experienced knight, but he has become bitter and morose since losing his wife and children a year ago during the War of Souls. Lord Efram is a barrel-chested bear of a man with great strength and skill with a lance. Depending on when the heroes enter this chapter, the Lady of Swords may or may not be alive. Lord Efram's response to her death is to plan a somewhat suicidal journey into Frost's lands to do what Lady Riva never could—defeat Frost. Lord Efram has another secret; he is addicted to *allomanya*, Tdarnk's serum. He has been rationing his limited supply of the drug in an attempt to keep from entering withdrawal. See "Lord Efram's Ride" for more information about Efram's downfall.

Apart from the Circle leadership, Castle Eastwatch is home to soldiers, men-at-arms, a group of wizards mentored by the Kingfisher



CASTLE EASTWATCH

🏰 Castle Eastwatch (Hamlet): Conventional; AL LG; 750 stl limit*; Assets 12,000 stl*; Population 320; Isolated (96% human, 2% elf, 1% dwarf, 1% half-elf).

* as a Solamnic outpost funded partially by Sancrist, Castle Eastwatch has a higher than average community wealth.

Authority Figures: Lady Riva Silverblade (LG female civilized human fighter 4/cleric 3 of Kiri-Jolith/Knight of the Sword 7 [Clerist 1/4]), Lady of Swords and Senior Knight of Castle Eastwatch; Lord Efram uth Tromar (LG male civilized human fighter 8/Knight of the Crown 4), second-in-command and Marshal of Castle Eastwatch.

Important Characters: Sir Paladian Dragonhelm (LG male civilized human noble 6/cleric 4 of Kiri-Jolith/Knight of the Sword 1 [Clerist 1]), Steward of 1st Eastwatch Solamnic Company and nominal third-in-command of Castle Eastwatch; Sir Feodor Rhymer (LG male civilized human fighter 7/Knight of the Crown 3), Steward of 2nd Eastwatch Solamnic Company; Dame Britta Moonsteel (LG female civilized human noble 3/fighter 3/Knight of the Crown 4), Steward of 3rd Eastwatch Solamnic Company; Sir Davic diPayne (LG male civilized human fighter 7/Knight of the Crown 3),

Steward of 4th Eastwatch Solamnic Company; Sir Clive uth Rennard (LG male civilized human noble 3/fighter 4/Knight of the Crown 3), Steward of 5th Eastwatch Solamnic Company; Sir Haley Copperclasp (LG male civilized human wizard 8 [Kingfisher 5]/Wizard of High Sorcery 2), Steward of the Eastwatch Auxiliary.

Eastwatch Solamnic Regiment—Castle Eastwatch fields five companies, each of which is composed of a steward, two knights, and ten soldiers or squires. Knights are equipped with mwk breastplate, mwk light steel shield, mwk longsword, and a light warhorse. Soldiers are equipped with banded mail, heavy steel shields, and longswords. All knights and soldiers are civilized humans: fighter 4/Knight of the Crown 2 (10), fighter 3 (50).

Eastwatch Auxiliary—Castle Eastwatch has an auxiliary unit composed of men-at-arms, wizards, and clerics. All are civilized humans equipped with short swords, halberds, daggers, and chain shirts where appropriate: wizard 4 (3), wizard 2 (6), wizard 1 (12); cleric 4 of Kiri-Jolith (3), cleric 2 of Kiri-Jolith (6), cleric 1 of Kiri-Jolith (15); warrior 8 (2), warrior 4 (4), warrior 2 (8), warrior 1 (22).



knight, Sir Haley Copperclasp (LG male civilized human wizard 8 [Kingfisher 5]/Wizard of High Sorcery 2), and a thriving Temple of Kiri-Jolith located in one of the fort's two towers. The heroes might also encounter one or two elves from Ergonesti who can serve as guides to either Qualimori or Silvamori (see the description of the Elven Freedom Fighters, under "Random Encounters," page 165).

THINGS TO DO IN CASTLE EASTWATCH

The time the heroes visit the castle will determine the course of events here. See the section "Lady of Broken Swords" following this Adventure Site. Castle Eastwatch's presence in the adventure is significant for those who are trying to drum up support from the Solamnics against Frost. It also offers an excellent location to train, equip, rest, and introduce replacement heroes if one or more have been lost or moved on. Because the heroes already possess *Huma's Dragonlance*, this makes them very important in the eyes of the Castle Eastwatch Circle of knights, and the choices of the heroes will affect the state of the Knighthood in Southern Ergoth for some time to come.

Castle Eastwatch is very much a Solamnic stronghold. If the heroes visit the fort and make a good impression on the knights, their faction rating may improve. See "Lady of Broken Swords" for details. If the heroes have a decent faction rating already with the Solamnics, they might be able to acquire some additional equipment and resources here. The fort owns (and highly prizes) three *lesser dragonlances* (see *DRAGONLANCE Campaign Setting*, p. 115), which can be borrowed with a DC 20 Solamnic faction check (see the Factions chapter for more information).

LEAVING CASTLE EASTWATCH

The heroes might leave Castle Eastwatch to an uncertain fate, especially if Lady Riva has died and her successor, Lord Efram, has settled on his next course of action. The Solamnic knights of the fort will not make great demands on the heroes, but any Solamnic player characters will no doubt feel even more obligated to overcome Frost. If the heroes need assistance in getting to the Last Gaard Mountains and onwards to Daltigoth or the Frozen Wastes, Lady Riva or Lord Efram will offer them suitable non-magical equipment (thick woolen clothing, furs, boots, pitons and hammers, and so forth) and the service of one of their elven guides.

At one time, an underground tunnel led from Castle Eastwatch to Foghaven Vale, allowing the knights to reach the site of Huma's Tomb without having to travel overland. Early in his occupation of Southern Ergoth, Frost caused numerous cave-ins along the length of the tunnel, effectively removing this as an option. Over the past few years, efforts to clear the tunnel have met with little success.

LADY OF BROKEN SWORDS

This is a series of five scenes that might play out depending upon the time the heroes get to Castle Eastwatch. The sequence of events depends on the results of Rasca's

Calantina reading in Chapter One: Marsh and Tree to Kalaman. The Bone Key determines when and where Gilthanas would be during the adventure, and this in turn influences which scenes the heroes may experience during their visit to the Castle. The scenes are all roughly one week apart, but you can adjust this as necessary for your campaign.

SCENE: ASSAULT ON CASTLE EASTWATCH [EL 18]

Timeline: This scene occurs two chapters before Gilthanas's participation in the chapter (determined by the Bone Key).

Important Characters: Lady Riva Silverblade, Lord Efram uth Tromar, Sir Paladian Dragonhelm

This scene establishes the young knight Sir Paladian Dragonhelm, a newly made Knight of the Sword from Sancrist, as a promising leader. Castle Eastwatch is attacked by a large force of thanoi and white dragonspawn, and the heroes may aid in defending the Solamnic fort. It occurs in the early morning after the heroes have arrived at the Castle as the fort's inhabitants rise to meet the sunrise.

Read or paraphrase the following:

The sun in the east lines the ridges of the Last Gaard Mountains with a silver-gold corona. Smells of baking fill the lower halls of the Keep at Castle Eastwatch, and noises of morning chores in the courtyard mingle with those of chattering servants and gossiping squires. Lord Efram uth Tromar, Marshal of the Keep and second-in-command of Castle Eastwatch, goes over the morning patrol rotation with some of his Crown Knights. His booming baritone is interrupted by shouts and horns from outside the walls.

As knights rush to balconies and battlements to look out over the courtyard, it becomes clear that the returning patrol is being pursued all the way back to the gates. Behind the riders sweeps a wave of white-scaled dragonspawn warriors, wings spread and spears held aloft. Joining them both in the assault and in bellowing threats and war cries are a horde of tusked and whiskered humanoids carrying axes: thanoi, the walrus-folk of Icereach.

The Setup: The pre-dawn patrol, Sir Paladian Dragonhelm's 1st Eastwatch Company, was attacked upriver by a small army of thanoi and white dragonspawn and chased all the way back to Castle Eastwatch. Although the Castle has sufficient defenders and strong walls, the dragonspawn are all capable of flight, and the battle looks to be a challenge. The dragonspawn have only one goal: strike the Castle, spread fear and terror, kill or incapacitate as many knights as possible, then regroup and withdraw.

Creatures: The army is sizeable: thirty white dragonspawn raiders (CE male white dragonspawn fighter 8) and one hundred thanoi warriors (CE male thanoi). Lady Riva mobilizes the 5th Eastwatch Company and

the Auxiliary to defend the Keep proper, while Lord Efram leads the 2nd, 3rd, and 4th Eastwatch Companies to the gates. Sir Paladian Dragonhelm and his 1st Eastwatch Company are outside the walls and under immediate threat of attack. The other four stewards of the Castle assist Lady Riva and Lord Efram as appropriate.

☞ White dragonspawn raiders (30): hp 65, see page 347

☞ Thanoi (100): hp 22, see DLCS page 232

☞ Solamnic Men-at-Arms (10): hp 24, see page 345

☞ Knights of the Crown (2): hp 39, see page 343

Tactics: Because this is a large battle, the heroes should choose their point of defense (the Keep, the courtyard, or outside the walls) and join the knights defending those areas. Alternately, they could press the attack in their own fashion. Sir Paladian's knights are overwhelmed, but they fight on bravely for 3 rounds before his men are defeated. Now he is alone on the field outside the Castle, fighting back large numbers of thanoi. The dragonspawn make for the Castle and direct their attacks against knights only (not men-at-arms). Ten dragonspawn attack the Keep, ten attack the courtyard, and ten remain outside to ensure that reinforcements are driven away. Once the dragonspawn have killed at least five knights, they regroup and leave the field of battle.

Development: You should ensure Sir Paladian Dragonhelm survives his fight, but that all of his men are killed or injured badly. Lady Riva should remain unhurt, but the battle has severely weakened her. She will be consigned to bedrest afterward by Lord Efram. Make a note of how many knights are actually killed. 1d4 additional replacement knights and 2d6 additional replacement men-at-arms may arrive each week from the towns and Sancrist.

Factions: Aiding the Solamnics against the assault increases the heroes' faction rating with the Knights of Solamnia by +2. Acts of notable heroism or courage may earn the group an additional +1. If the heroes left the field of battle before the end, they will lose a point of faction rating. If the heroes decide not to help at all, they suffer loses a -2 penalty to their faction rating.

Experience Awards: Because each thanoi is only a CR 2, you might consider grouping a number together and using it as a "group" CR. Ten thanoi are EL 9, for example, so that might be worth a single CR 9 award.

SCENE: THE DEATH OF LADY RIVA [EL —]

Timeline: This scene occurs one chapter before Gilthanas's participation in the chapter (determined by the Bone Key).



Important Characters: Lady Riva Silverblade, Lord Efram uth Tromar

This scene sets up the later scenes and the fate of Castle Eastwatch. The heroes might learn a little more about Lady Riva's hopes for the future and the disappearance of Gilthanas and Silvara.

Read or paraphrase the following:

The atmosphere in Castle Eastwatch is somber and quiet. For the past few days, it seems the knights have carried out their normal routines and ventured out on their normal patrols without joy or enthusiasm. Their Senior Knight, the Lady Riva Silverblade, lies dying in her bed, ready to move from this world into the blessings of the next. Her regiment, however, does not feel as blessed. As you pass by soldiers, servants, and stewards, you realize that Lady Riva was responsible for holding this fortress together in the face of Frost's icy dominance of Southern Ergoth. Without her, their spiritual center and the heart of the Knighthood in Eastwatch will be gone.

The Setup: The heroes are summoned to Lady Riva's solar in the Keep. She has been confined to her bed for the past week since the attack on the Castle by Frost's dragonspawn and thanoi. Celebration of the victorious Solamnic forces against the overwhelming numbers of the enemy was muted. Present at the meeting with the heroes is Lord Efram uth Tromar, Marshal of the regiment, and a number of the Castle's priests of Kiri-Jolith.

The Meeting: Heroes with ranks in Heal will not need a skill check to know that old age is finally claiming the Lady of Swords. Her cheeks are sunken and her once-bright eyes are hollowed and dull. Her servants and clerics administer herbal brews, warm cloths, and words of prayer to the Bison of Heaven to watch over their mistress as she greets the player characters and asks them to sit around her bed. Read or paraphrase the following:

“It is with great joy that I see you all here,” Lady Riva Silverblade says, weakly. “I know that I am not long for this world, and the trumpets of Creation are sounding for me. Lord Efram stands ready to replace me, but I must entrust the fate of Krynn to you. You are all heroes, whether it is a sword or a spellbook you carry into battle. I know you have seen many wondrous things and faced many dangers. However, a mortal soul is most wondrous when possessed of the courage to do what is right, not just what is needed. How tragic is the mortal soul who chooses to suffer defeat rather than to accept the price that courage demands of us. The price of courage, my friends, is sacrifice. We must all be prepared to pay that price if we are to succeed.”

Lady Riva will then answer questions or relate information as she is able. She is familiar with the events leading up to Gilthanas's departure from Castle Eastwatch (see Gilthanas's background in the *Dragon and the Elflord* chapter), including Silvara's capture by Frost near Foghaven Vale and Gilthanas's pledge to free her. She is also familiar with the plans of Regent Belthanos to travel to Cristyne for an elven summit about migration. She believes the elves will one day depart Southern Ergoth entirely, which she considers a great sadness. Lady Riva knows of the substance called *allomanya*, as her knights captured one of Tdarnk's agents in Welmet three weeks ago trying to sell it. She believes that none of her knights have taken it (although Lord Efram has). Her clerics have informed her of its highly addictive properties. She believes Tdarnk makes it in Daltigoth under Frost's orders. Lastly, Riva can inform the heroes that Frost moved his lair and his skull totem to Khimel, an icy city out on the Frozen Wastes. Frost's senior mate, a dragon known as Glacier, seems to be in charge of many of his affairs in Southern Ergoth. Riva has encountered Glacier twice, wounding the female white on the most recent occasion. Frost also has a younger mate—one more proficient in

sorcery named Shiver—who Riva feels is a major threat to Eastwatch.

The Blessing: Near the end of the meeting, Lady Riva calls the heroes closer. She wants to pass on her blessing to them, having already done so for Lord Efram. The Sword of Justice has seen fit to allow Lady Riva to grant the heroes a boon; by invoking her name and that of Kiri-Jolith as a free action, each hero may treat one of their weapons or specific spell effects as holy or axiomatic for the duration of one battle. Weapons gain the holy or axiomatic quality for the duration, while each time that specific spell is cast in the fight, it deals half of its damage as either good or lawful damage instead of the usual type. This boon may only be used once per player character, and it cannot be passed along to another.

The Passing: Once she has delivered her blessing and related enough information to the heroes, Lady Riva Silverblade, the Lady of Swords, passes away quietly. Lord Efram remains composed and appropriately sorrowful, but Lady Riva's servants and some of the clerics weep openly. The heroes are shown out of the solar and informed that the lady knight will remain in state for a week until her funeral. Castle Eastwatch enters a period of mourning, and Lord Efram retreats to his own chambers to prepare himself for the coming weeks.

Factions: If the heroes are present at the death of Lady Riva Silverblade, they are accorded great honor among the Solamnic knights, especially as she blessed them before her passing. Their faction rating improves by +2, and they gain a temporary +2 bonus to all Solamnic faction checks during their stay at the Castle.

Experience Awards: Being present at this event should be an opportunity for roleplaying awards, but you may also consider awarding Solamnic characters or other knights a minor personal mission goal for their role in the scene.

SCENE: FUNERAL AT CASTLE EASTWATCH [EL 18]

Timeline: This scene occurs in the same chapter as Gilthanas's participation in the chapter (determined by the Bone Key). **Important Characters:** Lord Efram uth Tromar, Gilthanas, Stewards of Castle Eastwatch

This scene occurs a week after the death of Lady Riva Silverblade. If the heroes have already encountered Gilthanas in Bastion and he has revealed the truth behind his actions, you may need to modify this scene somewhat; it depends to some degree on Gilthanas remaining at large. If the scene won't work because of a change in circumstances, you can simply adapt it to have the heroes attend the funeral in peace rather than deal with Whitescale Society assassins.

Read or paraphrase the following:

Cold, bitter winds assail the walls of Castle Eastwatch. The sun has failed to penetrate the oppressive clouds for days, and persistent sleet has coated the battlements and towers in a crust of ice. Despite the bleak weather, the inhabitants of the Solamnic fort have

gathered in the wide snow-covered courtyard under the shadow of the Keep, some of them huddled together against the cold, others stalwart and solemn. The newly built tomb of Lady Riva Silverblade, Knight of the Sword, awaits the internment of its sole resident. Knights bearing her coffin wait silently beside the tomb's entrance as Lord Efram uth Tromar, Lady Riva's successor as Senior Knight, recites a passage from the Measure.

The Setup: Lady Riva's funeral is being held at dusk, approximately one week from her death. Sir Haley's auxiliary is on patrol along the Noble River, so that the five companies may all be present for the funeral. Gilthanas is also present in secret, if he has not already been encountered at Bastion; Frost, in an effort to torment his dragon vassal, has allowed Gilthanas to journey to Eastwatch but is about to drop a surprise upon the elf's former allies in their time of mourning.

The heroes can be wherever they would like to be, and as honored guests of the Castle, they are permitted to stand with the Stewards. Individual player characters who would prefer to sit out the funeral will most likely be in the Keep.

Creatures: Most of the Castle's garrison is present at the funeral of their former leader and Senior Knight. The leadership council—Lord Efram, Sir Paladian, Sir Feodor, Dame Britta, Sir Davic, Sir Clive, and Sir Haley—are all in attendance, as are all remaining Knights of the Crown from the regiment. Sixty men-at-arms (LG male and female civilized human fighter 3) from the Eastwatch Companies stand in formation to one side of the courtyard, while the assorted servants, commoners, pages, and their families stand in a crowd on the other side.

Gilthanas, if he is present in this scene (and he will be, unless the events of Chapter 3 have changed things), is standing against the side of the western Tower, on a battlement looking down at the courtyard. He can be noticed with a DC 30 Spot check. Frost uses his connection with the elflord to summon forth five Whitescale Society Claws (CE male nomadic human) and five Whitescale Society Talons (CE male nomadic human).

☞ Whitescale Society Claws (5): hp 35, see page 290

☞ Whitescale Society Talons (5): hp 37, see page 348

☞ Solamnic Men-at-Arms (60): hp 24, see page 345

☞ Knights of the Crown (10): hp 39, see page 343

Tactics: The Whitescale Society Assassins appear in the middle of the courtyard. Their assignment is to kill as many knights as possible, disrupting the funeral and weakening the Castle's defenses. Frost knows they will probably be defeated; he has sent them to torment Gilthanas. If present, Gilthanas will cry out "No!" when the assassins appear, which should ensure that the heroes are not surprised. If Gilthanas is not present at the funeral, Frost has sent the assassins as an example of his contempt for Lady Riva.

The Claws use their usual tactics, striking to injure and flanking if possible. The Talons make heavy use of

their spellcasting to impair, weaken, and incapacitate large groups of combatants. They will set up *walls of ice* to block off the crowds and soldiers from the Solamnic leadership council and the heroes, and they will cast *sleet storm* to reduce the ability of groups of men-at-arms or knights to respond. For their part, the knights coordinate their attacks on the assassins, try to interpose themselves between the leadership and Lady Riva's casket, and break through any *walls of ice* or other obstacles while the heroes, the Stewards, and Sir Efram deal with the attackers.

Gilthanas is unable to directly assist the Knights of Solamnia, for Frost exerts his mental dominance to prevent him from moving or turning away. Heroes who use divination magic to examine Gilthanas from afar, such as *true seeing* or *arcane sight*, can make a DC 20 Spot check or DC 25 Sense Motive check to tell that the elflord is being held in place by outside forces. If they choose to direct attacks or spells at Gilthanas while he is being held by Frost, the White will use *greater teleport* to remove him from the scene and deposit him in Daltigoth (if the heroes have yet to go there) or the next chapter.

Development: After the heroes have overcome the Whitescale Society Assassins, the remaining knights and men-at-arms lock the courtyard down and hastily inter Lady Riva's casket. Lord Efram, furious, seals the tomb himself and posts six Crown knights at it. He summons all of his Stewards, as well as the heroes, to his war office in the Keep. There, he asks for suggestions on how to handle these attacks. While he has no decisions at this stage, in a week's time he will take action himself (see "Lord Efram's Ride" in the next scene). In the meantime, he steps up all patrols, watches, and training, and he orders the Kingfishers to prepare more effective wards and magical defenses to prevent this from happening again.

Factions: Aiding the Solamnic knights of Eastwatch against the assassins raises the heroes' faction rating with the Knighthood by +2 and lowers their Whitescale Society faction rating by -2.

Treasure: As with other scenes involving the Whitescale Society Assassins, the bodies of the dead assassins hold vials of *allomanya*. Each Claw has one vial; each Talon has two vials. The Knights are aware of *allomanya* and its effects, and Sir Haley recommends the destruction of the drug by fire as soon as possible. Lord Efram, however, overrides the Kingfisher's advice and impounds the vials; as an addict himself, Lord Efram has run out and needs more of the drug to keep him strong.

SCENE: LORD EFRAM'S RIDE [EL 17]

Timeline: This scene occurs one chapter after Gilthanas.

Important Characters: Lord Efram uth Tromar, Sir Davic

Important Rules: "Rain, Snow, Sleet, and Hail," Weather and "Avalanches," Mountain Terrain, in Chapter 3:

Adventures in the Dungeon Master's Guide.

This scene occurs a week after the funeral of Lady Riva Silverblade. If the heroes arrive at this time, Castle Eastwatch has recovered somewhat from the various attacks that have occurred over the past month, but the current leader—Lord Efram uth Tromar—is almost mad

with despair and rage. Although he is keeping it well hidden for the most part, this scene describes the moment he finally cracks.

Read or paraphrase the following:

The Great Hall of Castle Eastwatch has been a solemn and dour place since the death of Lady Riva Silverblade. Lord Efram uth Tromar, the Marshal of Eastwatch and Lady Riva's successor, has done little to boost morale or lift the spirits. Bards and minstrels from the towns have been turned away as unnecessary distractions; word from Sancrist has been kept from Lord Efram and handled by the Kingfisher Knight, Sir Haley Copperclasp. Now, at the midday meal shared by all of the knights and Stewards of the Castle, the chill intensity of Lord Efram's mood seems to match the dark, turbulent clouds outside. When a page brings him a scroll stamped with the seal of Regent Merathanos of the southern elves, he snatches it up and tears it open with visible frustration.

"Blast them!" he shouts, scanning the contents of the scroll. "Can't leave well enough alone!"

"My lord?" inquires Sir Haley, smoothing down his white robes nervously. "Ill news from Ergonesti?"

"Those elven fools have finally gone mad," he blusters. "They tried to draw out the White's forces in the Elderswild near Stumpfort. They'll be cut to ribbons. Sir Davic! Sir Feodor! Gather your men. We're going to go after those white devils."

The Setup: The news from Ergonesti is false, engineered by the Whitescale Society through their agents in Eastwatch and the southern forests to goad the knights out of the Castle. The ploy has worked, for Lord Efram intends to take two companies and ride south to aid Regent Merathanos and her elven soldiers. Some of the Stewards, especially Sir Haley Copperclasp, feel that the idea is suicidal; they fear this could be a trap. Given Efram's state of mind, however, dissuading him is out of the question and he outranks all of them. The heroes have the option of going with Lord Efram or staying behind; if they stay, they will hear about the events later. If they go with him, the scene plays out in full.

The Riders: Once Lord Efram and his two Stewards, Sir Feodor Rhymer (LG male civilized human fighter 7/Knight of the Crown 3) of the 2nd Eastwatch Company and Sir Davic diPayne (LG male civilized human fighter 7/Knight of the Crown 3) of the 4th Eastwatch Company, have gathered their knights and soldiers, Lord Efram gallops out of the gates and heads due south towards the Stumpfort Pass in the Last Gaard Mountains. The 2nd Eastwatch and 4th Eastwatch follow behind him. Sir Haley sends along five of his mage-adepts (LG male civilized

human wizard 2) and five Jolithan clerics (LG male civilized human cleric 2 of Kiri-Jolith) as auxiliary, with orders to protect Lord Efram from spellcasting enemies. All soldiers are mounted, the knights on heavy warhorses and the men-at-arms and auxiliary on light warhorses.

The Ride: Stumpfort Pass is only 23 miles from Castle Eastwatch. At full gallop, Lord Efram's forces will reach it in 4 hours, but the horses are fatigued at the end of the ride. There are no encounters on the way there, but once the group hits the foothills and slopes of the Last Gaard Mountains, the weather becomes truly foul. Sleet, wind, and driving rain make the trail slick and dangerous, and 1d6 men-at-arms are lost to fatigue and hobbled mounts. Stumpfort Pass is named after an Ergothian ruin on the far side of the mountains, and the wind whips through the high cliff walls of the pass for a mile. DC 30 Survival checks will warn the heroes of potential danger—risk of an avalanche and something worse wait up ahead. Soon after, a DC 20 Spot check notices the avalanche, while a DC 20 Listen check hears it roaring towards the riders. This warning will give the heroes and anyone close to them the chance to escape into the avalanche's slide zone; all others will be in the bury zone.

☞ **Avalanche:** CR 7; 8d6 damage and buried (Reflex DC 15 half, bury zone); 3d6 damage and buried (Reflex DC 15 negates, slide zone). 1d6/minute nonlethal damage if buried; if unconscious, DC 15 Constitution check or take 1d6 lethal damage/minute.

Creatures: Immediately following the avalanche, a force of five white tylors, each carrying two white dragonspawn raiders, descends along the slope created by the sliding ice and snow.

☞ **White dragonspawn raiders (10):** hp 65 each, see page 347

☞ **White tylor mounts (5):** hp 93 each, see page 347

☞ **Knights of the Crown (4):** hp 39, see page 343

☞ **Solamnic Men-at-Arms (20):** hp 24, see page 345

☞ **Auxiliary Mage-Adepts (5):** hp 7, see page 340

☞ **Jolithan Clerics (5):** hp 16, see page 343

Tactics: The raiders attack any characters who remain unburied, paying particular attention to the knights.

Their tactics are simple—bring weapons to bear in melee, flank mounted targets, and make use of the tylor's special abilities such as *blur* to sow confusion and terror. If Lord Efram is not buried, he becomes an enraged madman, gaining a +2 bonus to his attack and damage rolls but suffering a –2 penalty to his AC, Reflex saves, and initiative checks. He should not survive the battle, but he should take out at least one or two dragonspawn before he dies.

Keep in mind that the weather conditions are very bad; this will negatively affect such things as ranged attacks, cover, and so forth. See the section on "Rain, Snow, Sleet, and Hail" in Chapter 3 of the *Dungeon Master's Guide* for details about running a combat in sleet and strong wind.

Development: If the heroes defeat the raiders, they find papers, writing instruments, and other tools on the body of one tylor (contained in a saddle bag of sorts) that indicate the forgery of the message from Merathanos. If Lord Efram is still alive at this stage, he clutches his chest

in pain and sinks to his knees. He gives the heroes one last look, and his eyes close. Freed from its tortuous existence, Lord Efram's soul passes on, and *resurrection* or *raise dead* will not bring him back. The heroes may have had a hand in saving the lives of many other knights and thwarting another group of raiders, however.

Factions: Despite the loss of Lord Efram, if the heroes manage to defeat the raiding dragonspawn, they will gain a +2 bonus to their Solamnic faction rating. If they chose not to accompany Lord Efram, there is no modifier. If, on the other hand, they challenged Lord Efram's decision despite the risky nature of it, their rating will drop by -1 as the other knights frown on such insubordination.

SCENE: THE KINGFISHER AND THE DRAGON [EL 17]

Timeline: This scene occurs two chapters after Gilthanas's participation in the chapter (determined by the Bone Key).
Important Characters: Sir Haley Copperclasp, Sir Paladian Dragonhelm, Shiver

This is the final scene and takes place a week or so after Lord Efram's ride south to the Last Gaard Mountains. Sir Paladian Dragonhelm is now the acting Senior Knight. The other Stewards are not sure he is up to the task, although the Kingfisher Sir Haley Copperclasp is quite confident. After a month or so of battling enemy forces in Eastwatch, the garrison is about to face the dragon directing these attacks: Shiver, one of Frost's white dragon consorts.

Read or paraphrase the following:

The bitterly cold weather has not yet lifted from the lands of Eastwatch. Sir Paladian Dragonhelm, the young Knight of the Sword who assumed leadership of Castle Eastwatch after the deaths of Lady Riva Silverblade and her second-in-command, Lord Efram uth Tromar, has tried valiantly to improve morale in the face of these bleak and dismal events. The roads to the towns have been closed on and off for days with heavy snowfall, unseasonable even for a place so close to Frost's realm, and cabin fever has begun to set in. Even the prayers of the Jolithan clerics cannot penetrate the almost supernatural gloom.

It is on such an evening that, with both the halls of the Castle and the moods of the knights dark and grim, three young mage-adepts of the Kingfisher knight Sir Haley Copperclasp burst into the Great Hall. Sir Paladian looks up from his half-finished meal, frowning. "What is it?" he asks the breathless apprentices. "What's happened?"

"A dragon," exhales one of the mage-adepts. "A white dragon has flown down the Noble River. Sir Haley is at the water's edge, my lord, and summons your aid!"

Sir Paladian's eyes widen, but he quickly recovers his composure. Looking at you and your companions, he says grimly,

"Sir Haley cannot stand alone against one of Frost's dragons. Will you aid him?"

The Setup: Shiver, one of Frost's consorts, has decided to attack the Castle under the cover of a massive snowstorm. Sir Haley and his mage-adepts had returned from a mission to clear the snowbound roads north of the river when the dragon arrived. Sending his apprentices for help, he now holds off Shiver with spells, but he cannot last long. Shiver has literally frozen the Noble River at the site of the ferry, although the ice will break up and move along in a few hours. The icy bridge will allow the last of Shiver's forces, a combined army of thanoi and white dragonspawn, to move across the river and to the Castle with ease.

Creatures: Shiver (CE female adult white dragon sorcerer 9) is alone, but her army of 100 thanoi and 20 white dragonspawn raiders is in the area. Defeating Shiver and removing the ice bridge is essential for the immediate protection of the Castle. Sir Haley Copperclasp (LG male civilized human wizard 8 [Kingfisher 5]/Wizard of High Sorcery 2) is also present, but he has used all of his 5th- and 4th-level spells, as well as his prepared *fireball* spells.

☞ Shiver: hp 248, see page 336

☞ Sir Haley Copperclasp: hp 37, see page 338

Tactics: Shiver is an accomplished spellcaster for her age (CL 10th) and has a wide array of spell effects available to her. She favors area attack spells such as *cone of cold* and *ice storm*, and she begins the battle with some spells already cast and suffering from minor injuries (factored into her stat block). Because she is not as physically powerful as some dragons, she rarely engages in direct melee unless she is able to close in and strike an isolated character. Shiver will immediately shift her attention to the heroes should they arrive, as she does not consider Sir Haley worth the effort. If Shiver is reduced to less than a quarter of her hit points, she will retreat to her lair in the Last Gaard Mountains (see Development).

Once again, keep in mind that the weather conditions are poor; this will negatively affect such things as ranged attacks, cover, and so forth. See the section on "Rain, Snow, Sleet, and Hail" in Chapter 3 of the *Dungeon Master's Guide* for information on running a combat in heavy snow.

Development: If Shiver is killed, the ice bridge will also need to be removed. It has hardness 5, 220 hp, and takes double damage from fire, half damage from electricity, and no damage from cold attacks. The bridge has a Break DC of 38, and in the unlikely event that a hero can succeed at this check, it will crack sufficiently enough that the river waters push it along and away from the ferry.

Shiver's lair is only 20 miles away in the Last Gaard Mountains, close to Foghaven Vale. If the heroes go looking for it or pursue her back there, it can be discovered with a DC 25 Search check (+2 synergy bonus for 5 or more ranks in Survival). Her lair is fairly simple in construction and consists of a 100 ft. vertical shaft, a 30 ft. tunnel, and a large ice chamber 80 ft. in diameter. Her larder includes frozen corpses of elk and boars. Her hoard is described under Treasure.

Factions: This scene is worth a +2 faction rating bonus to the heroes if they succeed in aiding Sir Haley defeat Shiver. It also lowers their faction rating with the Whitescale Society by -2, although by this point the heroes are unlikely to be trying to increase that faction rating.

Treasure: If the heroes explore Shiver's lair, they will find her hoard behind a *wall of ice* (Search DC 22): 2,905 sp, 1,078 stl, and 336 pp contained in six ice-crusted chests; eight spell scrolls: *charm monster*, *crushing despair*, *enervation*, *flesh to stone*, *passwall*, *stone to flesh*, *summon monster VI* (2), all CL 14th; a pair of *bracers of armor +4*; a *minor cloak of displacement*; and a *scabbard of keen edges*. The scrolls are bound together in a leather scroll case and frozen to the floor of the lair. The *bracers*, *cloak*, and *scabbard* are similarly frozen in blocks of ice behind the coin chests.

ADVENTURE SITE: FOGHAVEN VALE

Foghaven Vale is sacred to the Knights of Solamnia and good dragons, for it not only marks the location of the Tomb of Huma but it is also the site at which the first *dragonlances* were forged in the Age of Dreams. It gets its name from the abundant mist and fog created by the presence of two lakes; one is heated by underground thermals and the other is ice-cold. Since the occupation of Southern Ergoth by Frost, the Knights have rarely come to Foghaven Vale, for it is here that Frost initially located his lair.

Although Frost has since relocated his lair and *skull totem* not once, but twice (to Khimel for the last few years, and most recently to the Rimeberg in the middle of the Gale), he has still stationed foul creatures and smaller dragons in the area to bedevil the knights. Realizing this was still not stopping the Solamnics from making pilgrimages to Huma's Tomb, Frost used his *skull totem* together with his recent alliance with Chemosh to surround Foghaven Vale with a chilling necromantic aura known as the Deathchill. Only with Frost's defeat will the knights rid this holy site of its desecration. In the meantime, the Vale is patrolled by one of Frost's most

dangerous servants, who also promises a swift and violent death to those that enter.

GETTING TO FOGHAVEN VALE

There are several routes to Foghaven Vale. From Castle Eastwatch, the vale is 30 miles, 10 of which are through foothills and difficult terrain (x1/2 speed). The road leads higher and higher into the mountains, until it negotiates a series of switchbacks and opens out into a wooded glade situated between the "wings" of the famous Stone Dragon. From the south, pilgrims would make their way along the Thon-Sorpon river until climbing into the mountains and ascending a long set of stone steps cut into the mountainside. That pathway leads to a ruined fort on a rocky spur, overlooking the fog-shrouded valley below. However, both routes will lead the heroes straight into the Deathchill (see sidebar).

There is one other route into the valley—the secret tunnel from Castle Eastwatch to the Stone Dragon. Frost collapsed this tunnel in places, and it is infested with ghouls, carrion crawlers, and worse. The knights of Eastwatch have tried to clear it but with no success.

Foghaven Vale is continuously blanketed in gloom from the steel-gray clouds above it; undead such as Shai-Horef (see "People to Meet in Foghaven Vale") do not fear the sun while they remain in the area.

PEOPLE TO MEET IN FOGHAVEN VALE

There are no living creatures in Foghaven Vale. While Huma's Tomb remains protected by the ramparts erected by the Gods of Light in ages past, the rest of the valley, including Dragon Mountain, is caught within the frozen necromantic aura (see the "Deathchill of Foghaven" sidebar). Neither the cold nor the energy draining effect of the Deathchill presents a problem for the area's primary resident, however.

Shai-Horef (CE male frost giant savage vampire ranger 8 of Chemosh) was one of Frost's most trusted agents early in the White's occupation of Southern Ergoth, but he was killed by Knights of Solamnia several years before the War

THE DEATHCHILL OF FOGHAVEN

FOGHAVEN Vale is surrounded by a field of necromantic energy much like that surrounding parts of Frost's iceberg fortress, the Rimeberg (see Chapter Seven: The Fury of the Gale). The Deathchill of Foghaven acts as a permanent *unhallow* spell with the additional properties of a *dimensional lock* and *soul bind* spell. All spell effects function as if cast by a 20th-level cleric.

The Deathchill is extremely cold (-30 F) and saturated with negative energy. Every minute a living creature spends within the zone of the Deathchill, it gains 1 negative level (Fortitude DC 22 after 24 hours to remove the level), takes 1d6 points of cold damage (no save), and must make a Fortitude save (DC 15 +1

per previous check) or take 1d4 points of additional nonlethal damage. Those creatures wearing metal armor or coming into contact with very cold metal are affected as if by a *chill metal* spell.

Creatures that die within the zone of the Deathchill rise again as undead 24 hours later. Usually, these undead are modified wights (vulnerable to fire, deals 1d6 additional cold damage with slam attack, CR 4) or wraiths. Because of the *soul bind* effect, spells such as *resurrection* and *raise dead* won't work within the zone. Those whose souls are trapped within the Deathchill may be freed to pass on only once Frost's skull totem is destroyed, which will bring down the Deathchill and end its deadly influence over Foghaven Vale.

of Souls. Shai-Horef's soul was snatched up by Chemosh upon the return of the gods and returned to Frost in the form of a vampire. Now the giant patrols the borders of Foghaven, killing all who try to enter, often waiting for them to step into the Deathchill first and then striking at long distance with his deadly longbow. Shai-Horef is accompanied by a pack of vampiric winter wolves; he often leads them in his own winter wolf form.

If Shai-Horef is not encountered at Foghaven, or the heroes meet him and fail to stop him or destroy him, he will reappear in **Chapter Seven: The Fury of the Gale** as Frost marshals together all of his agents and servants to the Rimeberg.

☞ Shai-Horef, Vampiric Frost Giant: hp 149, see page 335

☞ Vampiric winter wolves (8): hp 117, see page 346

THINGS TO DO IN FOGHAVEN VALE

Because of its inherent dangers, the site of the Tomb of Huma should have limited appeal to the heroes in this adventure. It is possible, however, that with the right combination of spells, magic items, and protection, the heroes may advance into the Deathchill and reach Huma's

Tomb or Dragon Mountain. If this happens, they will certainly be pursued and harassed by Shai-Horef, his winter wolves, and the wights and wraiths (or worse) that have risen from their frigid graves. Many of these are former Solamnic knights, trapped until Frost's reign is ended.

Once past these horrors, the heroes may find themselves in the stone mausoleum that contains Huma's marble sarcophagus. In ages past, Huma's spirit would manifest from time to time, especially to worthy and honorable pilgrims (Knowledge [history] or [religion] DC 20 to recall this). No such manifestation will appear to the heroes this time, but those who enter the tomb and are of a non-evil alignment will benefit from the immediate effects of a *heal* spell. If they bring the *dragonlance of Huma* with them and lay it upon the sarcophagus, it will gain an additional quality for the duration of this adventure: the *dragonlance* will confer immunity to cold upon any character wielding it.

Heroes who somehow reach Dragon Mountain and spend some time exploring its chambers may come across a number of *lesser dragonlances*, similar to those held by the knights at Castle Eastwatch. There are eight *lesser*

OVER THE LAST GAARD MOUNTAINS

Important Rules: Overland Movement, Chapter 9: Adventuring in the *Player's Handbook*; Climb & Survival skills, Chapter 4: Skills in the *Player's Handbook*; Mountain Terrain, Chapter 3: Adventures in the *Dungeon Master's Guide*; Cold Dangers, Chapter 8: Glossary in the *Dungeon Master's Guide*.

The Last Gaard Mountains are some of the most bitterly cold peaks in Ansalon. Navigating them is unavoidable for many heroes, although if they have flying mounts or magic, the mountains will not pose as great a problem. Two factors make travel over the Last Gaards difficult: the extremely low temperatures and the dangerously precipitous nature of the terrain. A third factor adds tension to these risks, and that is the prevalence of Frost's minions patrolling his border.

The temperature in the Last Gaard Mountains, above the tree line of Eastwatch, is almost always less than zero degrees F. The lower slopes are warmer (between 10 degrees and 30 degrees F), but most characters in the mountains will need to prepare for severe cold and exposure. Frequent cold snaps plunge the temperature in the higher elevations to less than 20 degrees F, which is considered extreme cold. These cold

snaps can last for hours with little respite. Snow, ice, and blizzards are also common. You can determine the degree of weather severity using the following table for each hour the heroes spend in the mountains.

Travel through the Last Gaard Mountains presents difficulties based on the steep slopes, frequent ice chasms, and other hazards. These are covered in the Mountain Terrain section of the *Dungeon Master's Guide* and should be used as needed for dramatic effect. Difficult terrain also provides an opportunity for a memorable encounter with a white dragon, dragonspawn, tylor, or an ogre raiding party (see "Random Encounters" page 165 for more details about these challenges). Outrunning a charging tylor on the slippery ledge of a chasm is far more interesting than encountering one on a flat surface with plenty of space.

There are a number of passes through the Last Gaard Mountains, but all of them are guarded. Those leading from the south to the area around Daltigoth are patrolled by Tdarnk's winter wolf packs or ogre slavers. Those leading from Eastwatch proper to the Frozen Wastes are usually patrolled by white dragonspawn raiders or white dragon scouts.

rd10	Severity of Weather	Notes
1-4	Severe cold	No additional effect
5-7	Severe cold, snow	Add +1 to die roll on next hour
8-9	Severe cold, snowstorm	Add +2 to die roll on next hour
10	Cold snap (extreme cold), blizzard	Add +3 to die roll on next hour

dragonlances in total; the lances are guarded by a quartet of dread wraiths (EL 15, CR 11 each).

☞ Dread wraiths (4): hp 104, see *Monster Manual*

LEAVING FOGHAVEN VALE

If he is alive, Shai-Horef will pursue the heroes all the way to the foothills of the Last Gaard Mountains if he believes they present a danger to Frost's operations in the region. This is more likely at night. In the day, Shai-Horef and his winter wolfpack are unable to leave Foghaven Vale because of the dangers of the sun.

The heroes can leave Foghaven Vale to the north or the south, though it should be easy enough to locate these ways out. The valley is too far to the west for it to serve as a useful passage across the Last Gaard Mountains into the ogre lands around Daltigoth. It's possible, however, that this will be their route of choice in order to get to Daltigoth from another angle.

DALTIGOTH

The once-great city of Daltigoth, known to history as Ergoth's Regret, has been firmly under the control of ogres since the Age of Despair, and for the past 20 years, it has been Frost's city. For much of this time, it has been merely a part of Frost's domain, with the White leaving much of the city's activities to the Stormogre clan that has governed it for decades. Tdarnk, latest in the line of Stormogres, was one of the few ogre leaders in Ansalon who underwent the Ritual of Rebirth to become an ogre titan. With Frost's help, and that of a number of mysterious benefactors, Tdarnk has uncovered the secrets of the ritual and stands poised to plunge the west into a chaotic tremor of slavery, addiction, and tyranny. Frost, meanwhile, exploits the network of contacts Tdarnk has created as he pursues his own draconic goals.

In this adventure, Daltigoth has only been detailed up to a point. The core of the action in the city revolves around the network of factions, leaders, and activities that keeps the Whitescale Society moving. It is therefore a kind of social dungeon with a great deal of conflict and intrigue along the way to Tdarnk. You should feel welcome to introduce further action within the walls of Daltigoth, or its surroundings, as you choose.

HISTORY OF DALTIGOTH

Daltigoth was once the center of the Ergothian Empire, the Imperial Seat and trading hub of all of Ergoth. It was also home to one of the Towers of High Sorcery, the Crimson Keep, which drew even more attention to the city. As the capital, Daltigoth enjoyed all of the benefits of civilization and the patronage of many nobles, royal household members, and the priests and mages of the age.

When the Tower was destroyed during the Lost Battles, the explosion not only obliterated the Tower but much of the surrounding city. It never recovered from this disaster, and when the Cataclysm struck Krynn and Ergoth was torn apart by the resulting quakes, the ruined city soon fell into the hands of ogres from the nearby Last Gaard Mountains, driving the city's surviving residents across

the Bay to the walled town of Zhea Harbor. The Imperial capital was moved to Gwynned in Northern Ergoth, and although the emperors during the Age of Despair struggled with the knowledge that many of their former riches were in the hands of ogres, all attempts to reclaim Daltigoth failed. Even those hardy humans who remained in Zhea Harbor and other towns along the eastern coastline could not muster sufficient forces to drive out the ogre tribes.

During the War of the Lance, Dragon Highlord Feal-Thas was the first to introduce white dragons to the Stormogre clan, the ruling dictators of the city. His White Wing of the Dragonarmies had an outpost along the Bay of Morgash. By arrangement with Stormogre himself, a hill giant of great strength and influence, the dark elven highlord hoped to ready an eventual attack upon Northern Ergoth. Feal-Thas's plans came to an end in Icewall, and Stormogre's sons fell to arguing with each other over who would inherit the reins of power.

Kthaarx, a cousin of Stormogre, staged a brutal coup and drove the dictator's sons Thunderbane, Hammerfall, and Strokelightning out of the city and into the wilds again, denying them their inheritance. Kthaarx's own son Tdarnk took control soon after the Chaos War, ending decades of hostility and infighting between the so-called city ogres and wild ogres. Thunderbane, the sole remaining scion of Stormogre, recognized Tdarnk as the rightful Dictator in return for leadership over all of the remaining wild ogre clans. This suited Tdarnk, who was not born a hill giant like his father or Thunderbane and did not wish to challenge Thunderbane in single combat.

Frost's arrival in Southern Ergoth changed everything. Both Tdarnk and Thunderbane immediately saw an opportunity for greater power. For several years, it seemed as if Thunderbane would succeed in courting Gellidus's favors, especially since the arrival of the thanoi was seen by many ogres as an unwanted invasion. Thunderbane brought the wild ogres together in cooperation with the walrus-folk and even offered his son, the mighty frost giant Shai-Horef, to the White as a vassal. It seemed as if Tdarnk would be relegated to a mere city governor.

Casting out for ways to improve his lot, Tdarnk made contact with the ogre mage Dauroth, who had recently uncovered a process by which ogres could "reclaim" their ancestral birthright as ogre titans. Although Tdarnk suspected the truth, that the titans were entirely mythical, he struck up a close relationship with Dauroth and underwent the process himself. Tdarnk then used his newfound intelligence, cunning, and strength to seize political and military power back from Thunderbane. Gellidus admired Tdarnk's new abilities and accepted him as his favored agent over Thunderbane. The hill giant led an attack upon Daltigoth shortly before the War of Souls, however he had lost not only the assistance of his ogre mages (whose magic was failing them) but his own son Shai-Horef who had been killed by knights of Eastwatch. Tdarnk and Thunderbane dueled on the steps of the Dome of Gold, and Tdarnk was the victor. Thunderbane's head now graces the gate at Harkmor Way, serving as a warning to those who would challenge Tdarnk's leadership.

DALTIGOTH

☛ Daltigoth (Small City): Conventional; AL CE; 15,000 stl limit; Assets 5,512,550 stl; Population 7,352; Mixed (77% ogre, 9% thanoi, 5% half-ogre, 3% human, 2% dragonspawn, 2% elf, 1% troll, 1% other).

Authority Figures: Dictator Tdarnk (NE male ogre titan noble 3/barbarian 5/righteous zealot 7), the Lord of Daltigoth and Prince of Morgash, is the sole authority in Daltigoth. Only Frost carries more power and influence.

Important Characters: Emma Xela (NG female civilized human sorcerer 6/Academy sorcerer 4/Legion sorcerer 4) and Briony Thistleknot (NG female kender mystic 6/fighter 2/Citadel mystic 2/Legion mystic 4), covert Legionnaires; Novgozan (NE male dark dwarf sorcerer 9/dark dwarf savant 10), overseer of the Crystal Mills; Rombassa (CE male ogre ranger 7 of Sargonnas/rogue 7), slaver captain; Honnerstig (NE male vampire ogre mage cleric 10 of Chemosh), Bishop of Chemosh; Goizarg (NE male ogre mage sorcerer 10), Ogre Highmage; Jow Balaurus (CE male tiefling rogue 10/assassin 6), Master of Claws; Cang Balaurus (CE male tiefling rogue 2/sorcerer 8/assassin 6), Master of Talons; Shen Balaurus (CE female tiefling rogue 2/mystic 8 of Time/assassin 6), Mistress of Fangs; Symacca Argyros (LN male civilized human mariner 10/fighter 6), amoral Ergothian captain.

During the past year, Tdarnk realized his dependency on the eastern ogres, especially Dauroth, was a hindrance. With the help of the Whitescale Society, a network of powerful and influential allies serving Frost, he discovered the secret to reproducing the Ritual of Rebirth (see “Ogre Titans” in Appendix One: Monsters and Magic). Tdarnk has even produced an addictive variant of the rebirth potion, *allomanya*, which he has been producing in large numbers in the city and distributing to nobles, rulers, and high-ranking officials throughout Ansalon. With the help of his Council of Nine in Daltigoth—a group of trusted advisors of his own—Tdarnk’s plan is to bring Ansalon’s governments under his control. This will prepare the world for Frost’s eventual dominion, and Tdarnk’s unquestioned rulership over all ogres, hags, trolls, and giants.

GETTING TO DALTIGOTH

There are two possibilities for getting to Daltigoth, one of which requires the heroes claiming Bastion in Chapter Three: The Liberation of Bastion. Bastion has a portal that emerges in the heart room of the ruins of the Tower of High Sorcery in the heart of Daltigoth’s inner city. If the heroes emerge from the bowels of the ruined Tower, they will find themselves deep within the midst of one of the most dangerous cities on Ansalon. A chance to avoid discovery and disaster comes with an encounter with a Legion cell in Daltigoth, lead by Emma Xela and Briony Thistleknot (see “DG5: Inner City Ruins” for more information).

Factions: See the “Intrigue and Insurgency in Daltigoth” section for a detailed summary of the city’s complicated faction network and the way they interact with the city’s *allomanya* production.

Dictatorial Guard—Tdarnk’s armed constabulary, outfitted with scale mail, halberds, and hand axes, all of at least mwk quality. All of the Dictatorial Guard are elite ogres, and no members with mixed blood or ancestry are permitted (such as hill giants, half-ogres, trolls, or other giant types): fighter 5 (15), fighter 3 (25), fighter 1 (60), warrior 4 (12), warrior 2 (24), warrior 1 (108).

Dragonwardens—Frost has given Tdarnk eight white dragons, children of his various consorts, to serve him as wardens of the city. These dragons have the same statistics as those given under “Random Encounters,” earlier in this chapter: CE male juvenile white dragon barbarian 5, CR 11. Each of these whites has also been given a *ring of fire resistance*, giving them fire resistance 20.

Stormogre Regiment—Conscripted wild ogre soldiers, making up the bulk of Daltigoth’s standing army. They are equipped with breastplates, waraxes, and hand axes, all of mwk quality: barbarian 3/fighter 3 (2), barbarian 1/fighter 1 (9), barbarian 1 (22), fighter 1 (104), warrior 4 (3), warrior 2 (6), warrior 1 (205).

The other possibility is arriving in Daltigoth by land or air. Because the city is constantly under watch from above by white dragons (the Dragonwardens of Daltigoth), approaching invisibly is advisable, or through some other unseen method. The heroes may even be captured outside the city by ogre soldiers or simply walk right up to the gates, both of which may result in identical results—being thrown into a Dictatorial Guard dungeon. Refer to the sidebar, “Dictatorial Guard Posts,” for details.

Lake Morgash has its own wharves of a sort on the eastern side of the city outside the walls (“Morgash Icewharves”). These service only icerigger vessels, as the surface of the lake is frozen over for a distance of half a mile or more from the shoreline. The Ergothian Merchant Marine owns three icerigger caravels, which it brings in from the coast under the direction of the heartless Captain Argyros. If the heroes originate in Zhea Harbor or Varvil (detailed further in Chapter Six: Devastation in Khimel), this may be another means of arriving in Daltigoth.

FEATURES OF DALTIGOTH

Daltigoth is a decrepit, debauched shadow of its former self. It is large—three miles wide from north to south, and six miles wide from east to west—and surrounded by a fifty-foot high wall of stone that is shattered in several places and rebuilt with masses of rubble. Ancient Ergothian structures share the city with newer, more crude buildings constructed from roughly quarried rock from the Last Gaard Mountains reinforced with scrap

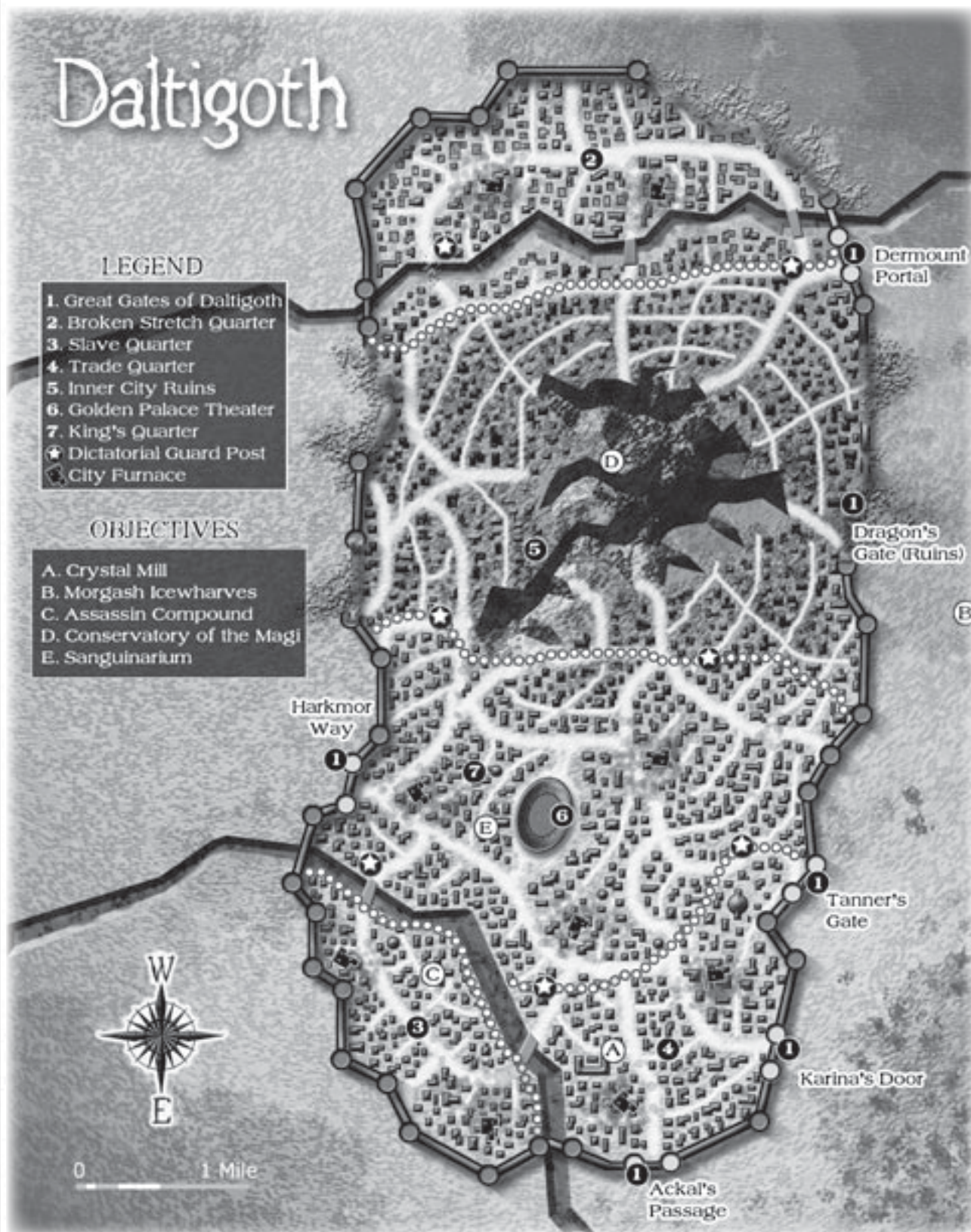
Daltigoth

LEGEND

- 1. Great Gates of Daltigoth
- 2. Broken Stretch Quarter
- 3. Slave Quarter
- 4. Trade Quarter
- 5. Inner City Ruins
- 6. Golden Palace Theater
- 7. King's Quarter
- ★ Dictatorial Guard Post
- 🔥 City Furnace

OBJECTIVES

- A. Crystal Mill
- B. Morgash Icewharves
- C. Assassin Compound
- D. Conservatory of the Magi
- E. Sanguinarium



metal from the ruins. The streets are broad thoroughfares, riddled with cracks, fissures, and stretches of bare earth. The Inner City is far worse—mud, clumps of soot-blackened clay, slag, cracked and broken spires of towers and temples, all of it showered with gravel and grime from centuries of ogre occupation.

For the past twenty years, Daltigoth has also been exposed to bitter cold and long periods of snow and ice.

Gellidus's climate changes have caused frigid winds to blow in over Lake Morgash, which was a bay until the mouth froze over and created the Crystal Bridge. Crusts of ice form along the walls and upon the sides of buildings. In response, and because Tdarnk has demanded the progression of industry in his city, dozens of forges and subterranean furnaces have been established around the city, sending thick black smoke into the air above

Daltigoth and heating the water that runs in pipes beneath the streets. Thus Daltigoth is not as dangerously cold as the surrounding countryside and, although temperatures in the city are still not more than 40 degrees F at the height of the day, the conditions are suitable enough for the inhabitants to survive.

It is easy to get lost in Daltigoth. The air is thick with smoke and the heavy, wet snow that falls throughout most of the late evening and night; in the morning, bilious smog clings to the streets and lower stories of buildings, obscuring vision. Every other alleyway is home to ogres who cannot afford to pay the high costs of rent to landlords; these unfortunates build wooden huts near furnace vents or huddle around the doorways of half-ruined buildings, making roadways difficult to navigate. Because Tdarnk has outlawed fighting and conflict in the streets, arranged duels are conducted in large open areas every day of the week, attracting huge crowds which in turn create congestion in other areas or displace hundreds of homeless ogres, trolls, and thanoi.

The only section of the city in which attention has been paid to its appearance is the King's Quarter, most of which remains in fairly good condition thanks to the Stormogre clan's efforts. Tdarnk's father Kthaarx declared that the Dome of Gold, the great arena, serve as the site of the palace and all surrounding buildings be refurbished or rebuilt. This was never completed, but construction is ongoing. Scaffolds line the walls, huge sheets of cloth and bales of wood and iron are stacked in excavated foundations, and crowds of laborers work throughout the year to maintain and rebuild the King's Quarter.

ATTITUDES IN DALTIGOTH

In a city of over seven and a half thousand individuals, over five thousand of them being ogres, few enjoy any degree of wealth, autonomy, or status. Only a third of Daltigoth's ogre population owns a home or residence, with the remainder paying landowners for the privilege of living on their property or being without a home of any kind. This creates a social climate of dependency, frustration, and obligation, as well as growing unrest; more so than any other ogre city or community on Ansalon. Added to this is the marked gulf between the wealthiest ogres, some of whom have become ogre titans since Tdarnk's own transformation and discovery of the Ritual of Rebirth, and the so-called Untouchables, those ogres who display the worst traits of the "Curse of Paladine." Self-loathing and envy have become prominent trends in Daltigoth under Tdarnk's dictatorship.

Stepping into this social environment can have dramatic effects. The heroes will face extreme prejudice, antipathy, or fear from every city resident: the ogres to the thanoi, trolls, and even dragonspawn. Every interaction begins as Unfriendly. Unless the heroes are ogres or have ogre blood, Charisma-based skill checks made to change attitudes for the better will suffer a -5 penalty. Elves, dwarves, kender, and gnomes receive a further penalty of -5 (-10 total) on these checks. Negative attitudes will not necessarily result in shopkeepers or merchants refusing

service, but any interaction with an NPC whose attitude is less than Friendly will likely result in that individual informing the Dictatorial Guard of the "small outsiders".

The heroes may try to exploit the abysmal conditions in the city, hoping to win the downtrodden (such as the Untouchables) over to their cause. This stands a good chance of success, especially if the *allomanya* operation (and the Council of Nine) can be broken in the process, for *allomanya* is the root of many ogre woes. If the heroes can come up with a suitably rebellious tone to their interactions and choose to go this route, any NPC whose attitude is moved to Friendly and who is not actively in the service of Tdarnk, Frost, or the Guard will assist the heroes as much as possible. See "Intrigue and Insurgency in Daltigoth" for more on this course of events.

GATHERING INFORMATION IN DALTIGOTH

Acquiring information about recent events is difficult in Daltigoth, especially if the heroes aren't ogres. With the

DC	Results
10	Tdarnk, son of Kthaarx, is Dictator of Daltigoth. He became an ogre titan a year ago and is one of Gellidus the White's most powerful and influential cohorts. The city's atmosphere of misery and squalor is maintained by Tdarnk and his Whitescale Society, which controls the supply and distribution of a substance known as <i>allomanya</i> .
15	Tdarnk has numerous lieutenants, including Rombassa, the slave master, and Goizarg, the highmage. These individuals form Tdarnk's Council of Nine, a group who keeps the flow of <i>allomanya</i> distribution going. Rumor has it that the nine members of the Council enjoy substantial benefits denied many of Daltigoth's citizens.
20	Nobody seems to know how <i>allomanya</i> is made, but everyone wants it. It seems as if half of the city and many of the rulers of other cities and realms are addicted to the substance's enhancing properties. Ogre addicts say it brings them closer to their birthright, and the lucky ones may eventually be deemed worthy of the Ritual of Rebirth. Other races have different experiences. A group of assassins based in Daltigoth makes heavy use of <i>allomanya</i> .
25	The Ergothian Merchant Marine helps to distribute <i>allomanya</i> , or at least some of its captains do. It is possible this is a smuggling operation hidden beneath the Ergothians' awareness. Icerigger caravels depart the Morgash Icewharves regularly with shipments to the mainland.
30+	The secret of <i>allomanya</i> is that it requires the blood of elves to create it. Elven slaves are therefore a necessary fact of life in Daltigoth. Tdarnk is afraid that, if the truth were brought to light, he would attract further reprisals from distant Blöde, where the original ogre titan Dauroth jealously guards the secret to the rituals. In addition to the slaves, the process requires a large amount of polished and nurtured crystal, which is refined at the Crystal Mill by a dark dwarf named Novgozan.



information under “Attitudes in Daltigoth” as a guide, you may decide that they should play out a short scene or two in a Daltigoth watering hole or tavern, rather than just have them make Gather Information checks. Successful use of Bluff, Diplomacy, or Intimidate on locals could grant them a +2 circumstance bonus to their check or a –2 penalty if their conduct was clumsy and inarticulate. Regardless of the methods, apply the standard –5 or –10 penalties on the check, as it is a Charisma-based skill check, unless the heroes are able to circumvent the prejudices through Disguise, *polymorph*, *alter self*, etc.

The previous table in this section serves as a guide for useful information relevant to the heroes’ goals in Daltigoth.

KEY TO DALTIGOTH

The following entries detail in brief the major locations in the city of Daltigoth. Most of these keyed entries encompass sections of the city, rather than actual places, to assist you in portraying Daltigoth as a varied and rich environment as the heroes carry out their Objectives. If the heroes choose not to pursue any of the Objectives listed under “Intrigue and Insurgency in Daltigoth,” you can add encounters or incorporate other minor plots in the city using these entries. Keep in mind as the heroes interact with the residents of the city and move about that, while they could appear out of place in a city full of ogres, Daltigoth is eventually forgiving of outsiders thanks to the extensive Whitescale Society network. It differs in this sense from cities like Throth, in which the heroes are never accepted.

DGI. GREAT GATES OF DALTIGOTH

Daltigoth was once a crossroads of the Empire, and the city still maintains many gates. However, the destruction of the Tower of High Sorcery and three centuries of ogre rule caused some of them to fall into disrepair. Presently, there are six of them: Ackal’s Passage, the Dermont Portal, the Dragon’s Gate, the Harkmor Way, Karina’s Door, and Tanner’s Gate.

Ackal’s Passage leads into the Trade Quarter from the west. It is a large thirty-foot tall stone arch with many fitted blocks carved by stonemasons into the likeness of Ackal Ergot and his companions. Beneath the arch, enormous wooden doors braced by iron girders swing into the city; the doors are so heavy they must be cranked open by a pair of winches on either side of the arch interior. The gate features a pair of balconies on either side that extend out above the road by ten feet, allowing the Dictatorial Guard full sight of any arrivals. Ackal’s Passage is kept closed at all times of day and night unless the Guard expects an arrival of wagons from the mines in the Last Gaard Mountains. Eight Dictatorial Guards are posted at Ackal’s Passage at all hours.

The Dermont Portal is located at the corner of both the Inner City Ruins and the Broken Stretch. It was once a prominent gate, which is obvious from its construction and later renovation; two thirty-foot tall stone pillars flank a pair of iron doors etched with scenes from the life of

the Dermont emperors, but the doors have been welded shut and a new door made of ironwood is set into them. This new door is only ten feet tall, but it is heavily guarded (eight Dictatorial Guards watch over it) because the Dermont Portal looks out over Lake Morgash. The door is rarely opened, usually at the command of the ogre magi in the Conservatory.

The Dragon’s Gate is a ruin, originally one of the greatest gates in the city’s history and said to be the site of the defeat of the black wyrm Vilesoot by the Ergothian hero Volmunaard. Once a hundred feet tall, twice the height of Daltigoth’s wall, it was reduced to rubble and its famous friezes ruined when the Tower exploded. Now, what remain are the gatehouse proper, which is missing a roof, and the rear gate that opens from the gatehouse to the Inner City Ruins. The gatehouse is manned by four of the Guard, while another six protect the rear gate and walk the battlements of the gatehouse during the day and night. This gate is the closest to the enormous rift in the earth left behind by the Tower explosion, and it is used most often by the ogre magi and merchants arriving from the Morgash Icewharves with shipments for the Conservatory.

Harkmor Way is Daltigoth’s only south-facing gate; it leads directly into the King’s Quarter. It is actually two gates: one enormous set of twenty-foot high doors crafted from stone that open by means of a water-screw mechanism and a second set behind those that can be lifted by winches in the manner of a portcullis. Eight Guards maintain the gate, stationed at an elevated gatehouse above the road, while a contingent of twelve Stormogre Regiment warriors keeps its barracks just inside the gate itself. One of the dragonwardens is also on hand, roosting atop the ice-slick gatehouse. Harkmor Way is opened for much of the day, as it is an entry point for travelers and visitors to the city, but the significant troop and dragon presence keeps it secure. The head of the hill giant Thunderbane is still visible mounted on a spike above the gatehouse.

Karina’s Door is a smaller version of Ackal’s Passage, only twenty feet tall but just as decorated. It boasts a single balcony staffed by six of the Dictatorial Guard, but there is also a prominent stone platform immediately above the balcony that serves as a roost for one of the white dragon members of the Dragonwardens. Traders use Karina’s Door out of preference for this added security and because it is closer to the Icewharves.

Tanner’s Gate is a box-like construction, like an extended gatehouse with numerous side chambers used as stables, tanneries, grainstores, and so on. The gate itself is fifteen feet tall, made of ironwood, and bound by steel plates. It swings inward, light enough that one of the seven Dictatorial Guard can open it alone but thick enough to repel most external attacks. Those shipments that do not use the Dragon’s Gate make use of this one or Karina’s Door, so it is open for most of the day and watched closely overnight for late deliveries or arrivals.

Creatures: All gates are protected by the Dictatorial Guard, with Harkmor Way also serving as a garrison for the Stormogre Regiment. While the number varies, each

post includes at least one higher-level officer (CE male ogre fighter 5, plus *allomanya* on hand). The rest are elite guards (CE male ogre fighter 1, plus *allomanya* on hand). The Stormogres are typically average soldiers (CE male ogre warrior 1).

☞ Dictatorial Guard Officer: hp 82, see page 341

☞ Dictatorial Guard: hp 44, see page 341

☞ Stormogre Regimental Soldier: hp 43, see page 345

☞ White dragon scouts: hp 157, see page 346

Development: If the heroes arrive by way of the gates, their choice of gates will determine the level of trouble they can get into. Most, if not all, of the gates will allow them to enter with only a little examination or questioning. Those that open into the King's Quarter or Inner City Ruins are more likely to be crewed by vigilant guards. Guards posted at gates that lead to the Trade Quarter will be somewhat more lax, so the heroes may choose to pose as merchants, mercenaries, or even Whitescale Society agents.

DG2. BROKEN STRETCH QUARTER

The Broken Stretch is the eastern end of the city and originally served as a riverside community when Daltigoth was at its height. The explosion of the Tower showered the area in fragments of energized rock, much of which had properties even the wizards at the time would not have counted on. Children and animals born in this part of the city for the next hundred years were afflicted with odd birth defects and mutations, which for the ogres meant a greater than normal percentage of ogre mage, giant, and hag children. In the current era, Broken Stretch has been resettled and is an overcrowded slum, thick with troll laborers and immigrant ogres from the wilds. Realizing he has a significant following among these poorer residents, Tdarnk has declared them to be exempt from the standard city residential taxes; this has only served to increase a population that was already beginning to burst at the seams.

If the characters venture into the Broken Stretch Quarter, they will find a larger than normal number of exotic taverns, food stores, and breweries in this part of the city. Many Broken Stretch residents spend their time eating and getting drunk when not off working in the mines or assisting in Tdarnk's city projects. Gossip and rumor are rife here—a general +5 bonus to Gather Information checks is applied when asking for news in the several doss houses (smoking establishments) and bars along the length of the frozen river. Food items may be purchased for 75% of the normal listed price in the *Player's Handbook*, and many alchemical ingredients and magical supplies can be purchased at this discount as they are sold as “exotic foodstuffs.”

Creatures: The Broken Stretch also has a section of wall that has fallen, and therefore, entry into the city is possible over the remaining rubble and debris. Because of this, Tdarnk always has at least one of his dragonwarden white dragons patrolling the area (CE male juvenile white dragon barbarian 5, with fire resistance 20). In addition, the Dictator has posted a permanent civil reward bonus of 100

stl to any ogre, troll, giant, or other denizen of the Stretch who captures or turns in an unwanted guest. This could make life interesting for those heroes who seek to forgo the gates and attempt to enter the city through the ruin.

☞ White dragon scouts: hp 157, see page 346

DG3. SLAVE QUARTER

Daltigoth has a large slave population—at least half are ogres, the rest being humans, elves, and half-ogres. All of these slaves live in the Slave Quarter, and the bulk of their work is concentrated in the King's Quarter and Trade Quarter as they work to pay off their slave debt. Even some freed slaves still live here, having no other place to live and families who are still indebted and indentured. Because of the *allomanya* process, elven slaves are never offered the chance to buy off their slave debt; elves are corralled in a separate section of the Quarter and go “missing” on a regular basis.

If the heroes spend time in this area of the city, they stand a chance of running into elves who suspect that Tdarnk is culling their population for his nefarious purposes. The heroes might share the truth with these slaves, which will soon spread throughout the Quarter and raise tensions significantly. However, the Assassin's Compound is located in this Quarter, and they will learn fairly quickly that the heroes are spreading such information. An encounter with a handful of Claws or Fangs is likely.

The frozen river that divides the Slave Quarter from the King's Quarter and Trade Quarter may be crossed at two points by stone bridges. These bridges are usually guarded on the other side by Dictatorial Guard who watch the passage back and forth with some degree of vigilance, but as only two of them are stationed at a time, they won't offer much resistance if attacked.

Creatures: The assassins are the greater threat to the heroes in the Slave Quarter, but the Guard remains just as dangerous if encountered in large enough numbers (drawn into the Quarter by a riot, for instance).

☞ Dictatorial Guard: hp 44, see page 341

☞ Whitescale Society Claws: hp 35, see page 290

☞ Whitescale Society Fangs: hp 45, see page 347

DG4. TRADE QUARTER

The Trade Quarter of Daltigoth is busy at all hours of the day and night. With a population as likely to be nocturnal as not, stores and tradesfolk cannot afford to close up shop when the sun goes down over the Last Gaard Mountains. Thus, it should be relatively easy for the heroes to acquire goods and services even in the middle of the night from one or more vendors or shopkeepers. The Trade Quarter is patrolled continuously by Dictatorial Guards, but evading them is easy enough given the number of alleys, crowded plazas, and twisting streets in the Quarter. Two major thoroughfares lead from the city gates to the King's Quarter, and any character traveling along them will be stopped repeatedly by ogres, half-ogres, and even thanoi hawking their wares or trying to lead patrons into back-alley stores selling illicit or dangerous goods.



Tdarnk taxes the Trade Quarter heavily, which translates to significantly inflated costs. All prices listed in the *Player's Handbook* begin at 150% of the listed cost; this can be brought down with some haggling, but most of the merchants are Unfriendly and have little desire to lower their prices to accommodate charismatic characters. Weapons, armor, and other items of a martial nature will begin at twice the listed *PHB* cost, for these industries experience the greatest taxation.

Creatures: The thanoi warriors of the city (CE male or female thanoi barbarian 7) spend a great deal of time in the Trade Quarter and, other than the Icewharves, this is the most likely place in Daltigoth to run afoul of the walrus-folk. The Trade Quarter is also the location of a representative of the Malfesan Horde (Cinder's followers from **Chapter Two: Fires in Throtl**), Cullog (CE male gurik cha'ahl hobgoblin barbarian 11), murza of the Pagni aul-Malfesa—one of the “clans” of the Malfesan Horde—and his mutated hobgoblin followers. Cullog can be found trying to broker better deals with the ogres for shipments to and from Haligoth, as part of the proposed alliance between Cinder and Frost. At this stage, it's all talk, but if the heroes have already met the Malfesan Horde in

Chapter Two: Fires in Throtl, this murza could be either an ally or an enemy.

☞ Thanoi warrior: hp 93, see page 345

☞ aul-Malfesa murza: hp 93, see page 296

☞ Malfesan hobgoblin scout (6): hp 52, see page 300

☞ Malfesan hobgoblin berserk (4): hp 96, see page 300

DG5. INNER CITY RUINS

The destruction of the Tower of High Sorcery created an explosive blast of magical energy that leveled most of the buildings in the center of Daltigoth, split the ground open, and caused great loss of life and property in the outlying area. The rift the explosion created, known locally as the Dregs, is the location of the subterranean ruins of the Tower (see **Chapter Three: The Liberation of Bastion**) and its recently recreated center, the Heartroom. Only a small number of individuals are aware of the Heartroom and its current state; these include Lord Theo Drawde of the Order of the Thorn and Tdarnk's cabal of sorcerers in the Conservatory of the Magi (see “Objective 4”). With Drawde absent (see **Chapter Three: The Liberation of Bastion**), Ogre High Mage Goizarg maintains a constant

WHAT DO EMMA AND BRIONY KNOW?

EMMA and Briony have enjoyed a partnership that has lasted almost a decade. Emma was once the shining star of Palin's Academy of Sorcery, and Briony was a Citadel Guardian on Schallsea. The two decided to travel Ansalon looking for ways to uncover lost secrets of magic and oppose the Dragon Overlords. They have been active in the Legion of Steel since the War of Souls, specifically to counter the remaining threat of Gellidus in Southern Ergoth. If you have played through *Key of Destiny*, the heroes will have already met Briony's family, the Thistleknots, in Port Balifor. Emma and Briony are initially a source of information, so you may use the following as a guideline for what they can relate about Daltigoth.

Who are you?

“I am Briony, and this is Emma. We're Legionnaires.”

What are you doing in Daltigoth?

“We're the Legion cell assigned to the city. Our mission's to investigate the Whitescale Society and *allomanya*.”

Who is behind the *allomanya*?

“Tdarnk, the Dictator of Daltigoth, of course. He's an ogre titan, and somehow he's used whatever magical process transformed him into a fifteen-foot tall giant to produce an addictive potion that enhances the addict's abilities. We know he had the help of his ogre mages and somebody named Sylviana the Ghoule Queen. He has a group of trusted agents called the Council of Nine who help to run things in the city.”

How do we stop *allomanya* production and

distribution?

“We've isolated at least five places run by Tdarnk's Council of Nine that are potential targets. The Crystal Mill in the Trade Quarter, the Icewharves along the shores of Lake Morgash, the training compound in the Slave Quarter, the ogre mages' Conservatory here in the Inner City Ruins, and the Sanguinarium in the King's Quarter. We would only need to eliminate some of them to permanently upset the Whitescale Society's whole network.”

How does this all connect to Frost?

“He's behind everything the Whitescale Society does. Tdarnk reports directly to him. Frost needs the rulers of Ansalon addicted to *allomanya* so that when he unleashes his grand scheme, whatever it is, the free nations will be distracted and leaderless. This has already stretched all the way to the east, but nobody is willing to admit they're addicted.”

Have you seen Gilthanas?

If Gilthanas has already been in this chapter: “Of course. He's been here to meet with Tdarnk. Something about a special item or object the Dictator had stolen from Castle Crimson in Northern Ergoth.”

If Gilthanas has not yet been to this chapter or is in this chapter with the heroes: “We've heard rumors. We think he's been turned. Frost is much more cunning and dangerous than we ever thought. Being the last of his kind may have done it. Or maybe he was this smart all along.”

watch over the fissure with his assistants plunging into the Dregs searching for magical debris and lost artifacts.

The Inner City Ruins are inhabited by more than just the ogre mages. When even the Broken Stretch proves too costly, many of Daltigoth's indigent ogre, troll, and thanoi population eke out an existence here among the blasted buildings and twisted streets. Tdarnk had no furnaces built in the Ruins, so this part of the city is much colder and bleaker than the rest. Snow-swept and ice-encrusted lean-tos, shacks, and huts cling to the sides of blackened walls, with Untouchables huddled together around weakly burning fires. It is this community of misery and resentment that harbors the pair of Legion of Steel agents of which Legionnaires such as Katja Dorova in Chapter Two: Fires in Throthl may have spoken—the experienced adventurers Emma Xela (NG female civilized human sorcerer 6/Academy sorcerer 4/Legion sorcerer 4) and Briony Thistleknot (NG female kender mystic 6/fighter 2/Citadel mystic 2/Legion mystic 4).

Emma and Briony have spent the past few months investigating the *allomanya* production and Tdarnk's involvement with Frost. In the course of their investigations, Emma became addicted to the elixir, and despite Briony's best efforts, she has yet to shake off the effects. Emma has not taken *allomanya* in four days, hoping to simply tough it out; this makes her uncharacteristically cranky.

If the heroes ask around in the Inner City Ruins or gain at least a result of 20 on a Gather Information check, the Legionnaires will come to them. If the heroes emerge from the Dregs having just used the Portal from Bastion, they should definitely encounter the Legionnaires within the half hour. See the accompanying sidebar "What do Emma and Briony Know?" for more information.

Once the heroes have established contact with the Legionnaires, they may elect to work with them in achieving the objectives outlined later in this chapter. The choice is theirs. As 14th-level characters, Emma and Briony are purposefully detailed as being just beneath the expected level of experience of the heroes, so they should be useful allies but not scene-stealers. If the heroes have at least a +10 faction bonus with the Legion of Steel, Emma and Briony will have heard of them and will be keen to work alongside such notable figures. Otherwise, they will be cautiously friendly, alert to any potential issues they might have with the heroes' behavior.

Creatures: A typical dangerous encounter in the Inner City Ruins, suitable for a battle with the heroes (or as a means of introducing the Legionnaires), is an artifact-hunting party from the Conservatory. This consists of four Conservatory ogre mages (NE male ogre mage rogue 8) escorting a retriever. The retriever is bound to the four ogre mages and, if at least three of the mages are killed or incapacitated, the oaths binding it to them are broken; it returns to the Abyss with a sound like metal cutting glass. The ogre mages are very interested in anything of a magical nature the heroes may have on their person; the retriever will make every effort to fetch such items for its masters.

☞ **Conservatory artifact-hunters:** hp 58, see page 340

☞ **Retriever:** hp 135, see *Monster Manual*

Factions: Agreeing to work with Emma and Briony increases the heroes' faction rating with the Legion of Steel by +2. Declining to work with them will decrease their rating by -1; opposing, insulting, or threatening them will decrease their rating by -3.

DG6. DOME OF GOLD

During the height of the Empire's reign over Daltigoth in the Age of Dreams, the Dome of Gold was both the center of entertainment for the people and a shining counterpart to the Imperial Palace. The Palace was destroyed when the Tower of High Sorcery exploded, and the Imperial Throne was moved to Gwynned. When the ogres claimed Daltigoth, they found the Dome of Gold to be one of the more gaudy and ostentatious locations in the ruined city; they set to work rebuilding it to serve as the residence of their chieftains.

Under Tdarnk, battling in the Dome of Gold has become his preferred method of settling disagreement and conflict. Duels are held in the Dome regularly, as well as bloody and ruthless melees conducted between slaves, mercenaries, and prisoners. Tdarnk's love for blood sport is emphasized by the fact that his palatial residence, erected on one side of the Dome, looks out over the Dome itself like a colossal box seat. If he so chooses, the Dictator can address the entire seated audience by walking out onto a balcony; he has also been known to join a battle by leaping from the balcony and landing among the combatants. With his heightened strength and power, Tdarnk has never lost a fight.

During their time in the city, the heroes might be caught or captured by the Dictatorial Guard and thrown into the arena. Alternately, one or more allies, cohorts, or companions could be seized and brought to the Dome for the entertainment of the ogres. This will give the heroes an opportunity to see Tdarnk, but unless the heroes have completed their objectives and sabotaged his *allomanya* production, he will not engage them. Instead, elite ogres, hill giants, and trolls will intervene and gladly take part in the heroes' destruction.

Creatures: At any time, not only is the Dictatorial Guard present here in force (at least twenty with four Guard captains of 5th level), but the Dome of Gold's champion gladiator squadron is also on hand—6 ogre gladiators (CN male ogre fighter 4/barbarian 5), 6 troll gladiators (CE male troll barbarian 7), and thirteen human gladiators (CN male human barbarian 10). These individuals live only for bloody combat. If freed of their iron collars and given sufficient motivation, they could be inspired to turn on their tyrannical masters.

☞ **Dictatorial Guard:** hp 44, see page 341

☞ **Ogre Gladiator:** hp 128, see page 343

☞ **Troll Gladiator:** hp 180, see page 346

☞ **Human Gladiator:** hp 89, see page 342

Factions: Fighting (and winning) any duel or combat in the Dome of Gold will elevate the heroes' faction rating with the Ergothian Merchant Marine, Brass Tigers,

Whitescale Society, and Malfesan Horde by +1, but lower their rating with the Knights of Solamnia and Dark Knights by -1. All other factions are unaffected.

DG7. King's Quarter

Surrounding the Dome of Gold is street after street of two- and three-level houses and manors, many of them vile, rancid-smelling dens of *allomanya* addiction, gambling, and vice. Daltigoth's upper-class population, such as it is, are perhaps even more decadent than those of eastern cities such as OGREBOND or KERNEN. They embrace lives of gluttonous excess, and most are grossly overweight and sedentary. Tdarnk permits these ogres to flaunt their wealth and treasure openly, for it means he draws attention away from his own tyrannical rule and toward the obese ogres who collect property rents and taxes for him. Upsetting the status quo is strictly forbidden, and Tdarnk's Dictatorial Guard patrols this section of the city more heavily than any other to prevent disgruntled ogre renters from attacking the nobles en masse.

The King's Quarter is also the location of the Sanguinarium (see "Objective 5," later in this chapter), which houses the cult of Chemosh in Daltigoth and is where the elves are bled for the Ritual of Rebirth and the production of *allomanya*. The cult's leader, Bishop Honnerstig, is happy to distribute distilled *allomanya* to those who can pay him enough. This is completely illegal under Tdarnk's laws, but Honnerstig is privy to the truth—Chemosh is his master, not Tdarnk or Frost.

Creatures: If the heroes spend any length of time in this section of the city, they could chance upon a meeting between one of the wealthy ogre slumlords (CE male ogre aristocrat 7) and an agent of the Sanguinarium (CE male or female ogre fighter 6/cleric 6 of Chemosh). If any Sanguinarium agent is seen by the heroes handing a bottle of the potion to the slumlord, the slumlord orders his six bodyguards (former gladiators) to attack, and the agent will attempt to hamper and incapacitate as many heroes as possible. Honnerstig's agents are not above murdering the slumlord in order to keep things quiet.

☞ Sanguinarium agent: hp 130, see page 344

☞ Ogre gladiators: hp 128, see page 343

THE COUNCIL OF NINE

The following short biographies detail the ogre titan Tdarnk and his Council of Nine, his trusted group of Whitescale Society leaders within Daltigoth. These are some of the highest-ranking servants of the overlord Frost by virtue of their loyalty to the Dictator of Daltigoth. Killing any of them immediately reduces the Whitescale Society faction rating of the heroes by -3 and increases their faction rating with the Knights of Solamnia, Legion of Steel, and Brass Tigers by +1. Each member of the Council of Nine (and Tdarnk himself) has been given a *bracelet of friends* with one *charm* for each of the other members; as each *charm* may only be used once, they seldom make use of them. The *charms* will undoubtedly be useful if they are attacked, however (see "Intrigue and Insurgency in Daltigoth").

TDARNK

Dictator Tdarnk (NE male ogre titan noble 3/barbarian 5/righteous zealot 7) is the Lord of Daltigoth and Prince of Morgash. His father, Kthaarx, was a hill giant of the Stormogre clan, but Tdarnk never inherited the physical size and power of his sire. Instead, Tdarnk learned cunning, cruelty, and the pursuit of control. Allied with Gellidus for the past decade or more, and victorious over all of his rivals, Tdarnk has become an ogre titan and even uncovered the secret behind how it works. He is now willing to "share" his knowledge with the leaders of Ansalon in the form of *allomanya*. Tdarnk has no qualms about harming or bringing suffering to others. He believes, quite firmly, that his path to greatness is unhindered, and when you are a fifteen-foot tall, midnight blue living god empowered by necromantic forces, the hindrances that do exist are easily worked around.

NOVGOSAN

Novgozan (NE male dark dwarf sorcerer 9/dark dwarf savant 10) is the mad overseer of the Crystal Mill located in the Trade Quarter. Novgozan is one of the Zhakar, the dwarf clan that Severus Stonehand cured of the mold plague prior to the War of Souls. The crazed savant accompanied Lord Knight Theo Drawde to Daltigoth on one of the Lord of the Thorn's travels, and Tdarnk found a use for him. Novgozan now refines and purifies the crystals that form in abundance deep in the bowels of the Last Gaard Mountains. His aid contributed to Tdarnk's reproduction of the Ritual of Rebirth; as a result, he is granted considerable esteem and status in the city. Novgozan surrounds himself with elementals of various types, most notably his razhak bodyguard Stikhyamu, and he prefers to limit his interaction with strangers. Novgozan is twitchy, often seeming to be feverish or on the verge of exploding into a rant; when focused on his work, he is frighteningly calm.

SYMACCA ARGYROS

Symacca Argyros (LN male civilized human mariner 10/fighter 6) got his start as the captain of the *Waterspout*, a caravel commissioned in the Ergothian Merchant Marine. While he no longer operates the vessel, he remains a loyal subject of Ergoth. His primary motivation is profit and, as the mastermind behind the distribution of *allomanya* in Ergothian merchant vessels to distant ports, Symacca has earned Tdarnk's trust. Symacca considers no moral or ethical issues to be relevant to his conduct other than strict adherence to his shipping contracts, and thus he has looked the other way when unspeakable acts are performed in plain sight. In Daltigoth, Symacca's word is bond with all merchants. He enjoys discounted supplies, the finest in luxury items, and open access to the Icewharves. Because of his influence, the Ergothian Merchant Marine has not interfered in his business deals with Tdarnk, but with enough counter-influence, support from the heroes, and a revelation of the true nature of *allomanya*, the Ergothians may cut off their support to Captain Symacca. Symacca has one ace up his sleeve—a

fallen inevitable, one of Shinare's kolyaruts whose oath to the Silver Mistress has been tarnished and who serves the captain out of fear of reprisal.

THE MASTERS OF CLAW, FANG, AND TALON

Jow Balaurus (CE male tiefling rogue 10/assassin 6) Master of Claws, Cang Balaurus (CE male tiefling rogue 2/sorcerer 8/assassin 6) Master of Talons, and Shen Balaurus (CE female tiefling rogue 2/mystic 8 of Time/assassin 6) Mistress of Fangs arrived two years ago in Daltigoth and presented themselves to Tdarnk as the solution to his troubles with rivals. The three assassins appear to be half-elves, though their eyes, teeth, nails, and hair are all jet black. All three smell faintly of cinnamon. Tdarnk later learned the truth with the return of the gods, for Honnerstig informed him that the three Masters are shards of Chaos given form within the River of Time. When killed, they will disincorporate and return to the Gray from whence they came. Until then, they loyally serve the Dictator of Daltigoth, hoping to further the disorder and destruction of Krynn. Jow, Cang, and Shen are cold-hearted, efficient, and deadly, and they are excellent instructors. Their success at training a large number of killers speaks for itself.

GOIZARG

Goizarg (NE male ogre mage sorcerer 10) is the grandson of Ogmag, Stormogre's vizier who was exiled during the War of the Lance for speaking out against the hill giant's alliance with the White Wing of the Dragonarmies. Ogmag was killed years before Goizarg was born, but the ambitious young ogre mage successfully used his grandfather's written journals to master some of the abilities of his race. When dark sorcery spread across Krynn during the Age of Mortals, Goizarg swiftly adapted to it. He works closely with Lord Knight Theo Drawde, commands the small group of ogre mages in the Conservatory who study and explore the ruins of the Tower of High Sorcery, and assists Dictator Tdarnk in marshalling the necromantic power that he needs when creating *allomanya* and duplicating the Ritual of Rebirth. Goizarg has been promised ogre titan status as soon as Tdarnk's plans are fruitful; he secretly harbors a great hatred for the ogre titan Dauroth, who first created the Ritual, so he is very eager to have Dauroth's role in the creation of the titans taken out of the equation.

ROMBASSA

Rombassa (CE male ogre ranger 7 of Sargonnas/rogue 7) has worked with Tdarnk for years and was one of his closest allies in the defense of the city against Thunderbane's attempted coup. Swift and silent, Rombassa is remarkable among his kindred for his lean stature and sharp eye. His current role in Tdarnk's Whitescale Society is supervising the capture and imprisonment of elven slaves. Rombassa is often away from the city, joining in elf hunting expeditions, though he is in residence for the duration of the heroes' stay thanks to the increased need for *allomanya*. Rombassa's skill with his throwing daggers

is well known (DC 20 Knowledge [local]); the pride of his collection is the fearsome blade *Elfruin*, responsible for more elven deaths than any other in Southern Ergoth. Despite his fearsome nature, he is growing increasingly tired of Tdarnk's attitude towards slaves; thus, his feelings about the *allomanya* process are decidedly mixed.

HONNERSTIG

Honnerstig (NE male vampire ogre mage cleric 10 of Chemosh) is Chemosh's unholy Bishop in Daltigoth and one of the most influential priests in the Lord of Bones' cult. Of all of the Council of Nine, he is the most likely to turn on Tdarnk, but only because he feels he answers to a higher Lord than the ogre titan Dictator. Raised as a vampire three centuries ago and released back to the world when Hurim was uncovered (see *Key of Destiny*), Honnerstig presides over the Sanguinarium, which houses a small temple of Chemosh. He conducts the unholy rites and maintains the unhallowed sacraments that guide the *allomanya* process, drawing in the spirits of the dead to enhance the potion's effects. Although Tdarnk could probably do without one of his sorcerers, he knows he cannot do without this canny vampire. Honnerstig is quite aware that Sylvyana is presently Chemosh's chosen after the failure of the Betrayer Caeldor (in *Spectre of Sorrows*), but he is patient and expects to replace the Ghoul Queen if she is ever defeated.

THEO DRAWDE

Lord Knight Theo Drawde (LE male civilized human fighter 5/Knight of the Lily 1/sorcerer 4/Knight of the Thorn 10) is described in Chapter Three: The Liberation of Bastion; he has been absent from the Council for some time, hunting magical artifacts and gathering power for the Whitescale Society. In his absence, Sir Pavuk Illuminus of Zhea Harbor has been managing Dark Knight affairs in Southern Ergoth, albeit under tight restrictions. Drawde was perhaps closest to Goizarg while he was in Daltigoth. It was Goizarg who revealed to Drawde the existence of the Bastion portal in the Ruins of the Tower of High Sorcery. Although Drawde is not present in this chapter, his presence on the Council of Nine in the past does provide some context for his activities in Chapter Three, assuming the heroes ever ask about him in Tdarnk's city.

INTRIGUE AND INSURGENCY IN DALTIGOTH

The corrupt and twisted nature of Daltigoth is an outward reflection of the undercurrent of intrigue and politics that plays out in the city. Unlike other cities and towns with complex social landscapes, such as Merwick or Palanthas, Daltigoth's community is almost entirely negative and feeds off itself with an undeniable hunger. Those in charge, or that hold the most power, are growing fat on the information, resources, and power that this network provides; those who keep the network moving, cogwheels in the clockworks, are less satisfied. Gluttony and addiction fuel so much of what transpires in Daltigoth that the only way to bring down the Whitescale Society's network is to attack it at its roots—the *allomanya* trade.

Dictatorial Guard Posts

Positioned around the city are seven fortified buildings that resemble squat onion-domed towers with windows on the second floor and a small gatehouse with a portcullis on the ground floor. Eight Dictatorial Guards are assigned to each post, including one higher-level officer (CE male ogre fighter 5, plus *allomanya* on hand) and seven elite guards (CE male ogre fighter 1, plus *allomanya* on hand). The post serves as their barracks and armory in addition to being a watchtower and prison for criminals. In the dome of each post is a heavy bronze bell that can be sounded to alert other posts and mobilize the city's Guard in times of threat. The bell will also alert the Dragonwardens of the city, which is likely a greater threat to the heroes than the Guard.

☞ Dictatorial Guard Officer: hp 82, see page 341

This section maps out this landscape of interconnections, allowing the heroes to target certain elements in the network to bring it down one step at a time. As they complete their Objectives, they will earn success points (see below). As soon as they acquire enough, *allomanya* production grinds to a halt. Of course, the Dictator of Daltigoth will then come looking for them.

☞ Dictatorial Guard: hp 44, see page 341

☞ White dragon scouts: hp 157, see page 346

If the heroes manage to take out one of the Dictatorial Guard posts, within a half hour the Untouchables and other oppressed or bitter residents in the area will swarm the building and occupy it. That section of the city will fall into lawlessness and rioting. The heroes may be targeted by these homeless ogres and half-ogres, but the rioters will concentrate their efforts on any Guard members in the vicinity. Once four or more posts are overcome, the city will be destabilized for at least 24 hours while Tdarnk rallies his soldiers and restores order. This will count as 3 additional success points towards the heroes' total from their Objectives (see "Intrigue and Insurgency in Daltigoth" for more information.)

Identifying Objectives

Each of the five Objectives may be identified through successful use of Gather Information, questioning NPCs, or the use of divination magic. Listed under each Objective's write-up are three Gather Information results pertaining specifically to the Objective. These can also be used to inform divination spells. Once the heroes have

learned more about what they need to do and what their options are, they can carry out their tasks and start accumulating success points.

Acquiring Success Points

Success points are a measurable representation of the degree that the heroes have struck a blow for liberation, freedom, and justice. Alternately, they measure just how much of Tdarnk's operation the party has demolished. Each Objective lists a number of success points earned by completing the Objective. Objectives are not all valued the same; some are easier than others. Once the heroes have accumulated 20 or more success points, the *allomanya* supply and distribution network—the Whitescale Society's source of resources—collapses.

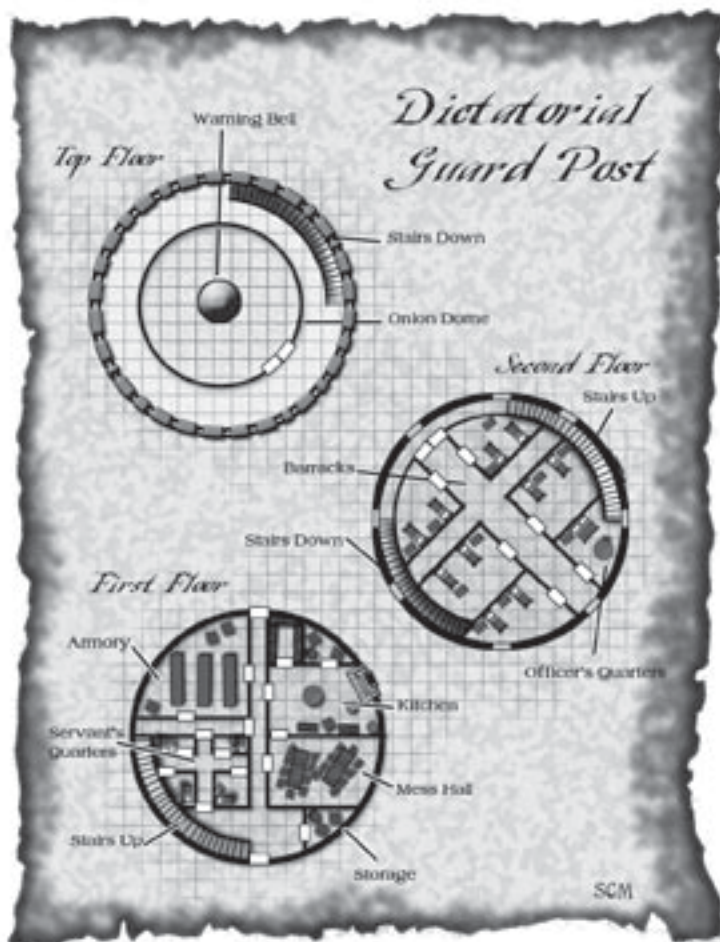
The heroes may also earn bonus success points towards their total by destroying four or more of the Dictatorial Guard posts in the city (see "Dictatorial Guard Posts" sidebar on this page).

Objective 1: Crystal Mill

Important Characters: Novgozan, Stikhyamu
Success Points Earned: 5

Objective Goals: Destroy the Crystal Mill's refining process (the grinder mechanism); eliminate or defeat Novgozan.

Gather Information DC 20: The Crystal Mill, located in the Trade Quarter, is a refinery



for crystals mined in the Last Gaard Mountains. Covered wagons from the west enter the city at Ackal's Gate and are let into the mill's doors at dusk. They leave a half hour later. Sounds of screeching and grinding stone can be heard late into the evening.

Gather Information DC 25: The mill is run by a mad dwarf, rumored to be one of the strange Zhakar savants from far Thoradin. The dwarf has no mortal assistants. The wagon drivers reveal that when they take their unrefined ore and rock to the mill, creatures of stone unload the wagons and take the materials deeper into the mill for processing.



Gather Information DC 30: The dwarf's name is Novgozan, and he is one of the Council of Nine, Tdarnk's ruling party in Daltigoth. A dark dwarf, he cannot bear the light of day. He is served only by elementals, which are led by a huge stone being named Stikhyamu. Stikhyamu delivers the refined crystals to the Sanguinarium at daybreak. The crystals are processed in a huge grinding mechanism powered by elemental spirits.

The Setup: During the daylight hours, Novgozan sleeps on his small cot within the Crystal Mill. He rises two hours before nightfall, unlocks the delivery doors, and begins to prepare the mill for the evening's work. When the wagons drop off the ore, his elementals bring it into the grinder room and load the grinder. This unloading process takes roughly half an hour, during which time the wagon driver

remains in the storeroom. After unloading is finished and the wagon driver leaves, the doors are locked again, and Novgozan begins the grinding process, which lasts for eight hours. Novgozan personally inspects all of the crystals that are produced, discarding any that are flawed, cracked, or dull, and sorts them by size and color. At daybreak, he seals the crystals up in small wooden boxes, and Stikhyamu takes them to the Sanguinarium, returning an hour later. The razhak always travels through the earth and stone beneath Daltigoth rather than out in the open.

Using the above information, you should be able to know when Novgozan is awake, when Stikhyamu is present, and at what times the wagon drivers deliver the ore. This will enable you to prepare for the specific conditions of the Mill when the heroes choose to target it. Other useful information follows:

- Novgozan has the Mill *arcane locked* (CL 15th).
- Novgozan has many elemental servants scattered about the building, some of which are sentinels, others merely laborers.
- Novgozan is a light sleeper and can rouse himself in moments, but it takes him several rounds to cast all of his defensive or enhancement spells and equip himself with his wands and *helm*.
- Because the grinder is so loud, there is a –4 penalty on all Bluff, Concentration, Diplomacy, Listen, Perform, Spellcraft, and Use Magic Device checks.
- Walls are all magically treated reinforced masonry (hardness 16, 360 hp/10 ft. by 10 ft. section, 1 ft. thick, Break DC 65, Climb DC 15). Ceilings are 20 ft. high. Floors are smooth stone. All doors are iron (hardness 10, 60 hp, Break DC 28, Open Locks DC 35).

Creatures: The mill's primary inhabitant is Novgozan himself, along with his razhak bodyguard Stikhyamu. Novgozan has three groups of elementals, one each of air, earth, and fire, composed of eight Medium elementals and an elemental minion chief (warrior 10). Two elder xorns are present to devour and consume excess rock, ore, and flawed crystals, and a pair of invisible stalkers keep watch over the interior of the mill.

- Novgozan, Zhakar savant: hp 106, see page 334
- Stikhyamu the razhak: hp 250, see page 339
- Air elemental minion: hp 92, see page 340
- Medium air elementals (8): hp 26, see *Monster Manual*
- Fire elemental minion: hp 108, see page 342
- Medium fire elementals (8): hp 26, see *Monster Manual*
- Earth elemental minion: hp 108, see page 342
- Medium earth elementals (8): hp 26, see *Monster Manual*
- Elder xorns (2): hp 130, see *Monster Manual*
- Invisible stalkers (2): hp 52, see *Monster Manual*



Tactics: As the inhabitants of the Crystal Mill are generally not all in the same part of the building, the exact plan of attack on the part of the heroes will determine how the elementals and Novgozan react. In most cases, the elementals band together into their groups, led by the elemental minion chief. Novgozan's earth elemental group is based in the grinder room, the fire elemental group is in the furnace room, and the air elemental group is in the cooling room. The invisible stalkers stay within one room of Novgozan at all times until summoned by him, and Stikhyamu is never away from Novgozan unless he is delivering crystals. Novgozan's xorn allies remain beneath the floor of the grinder room until they have ore to eat, or until the dark dwarf summons them.

The elemental groups take advantage of their numbers to flank and surround single targets, usually unarmored or lightly armored opponents. The earth minion chief uses its hammer to inflict damage on the strongest characters, while the fire and air minions usually go for obvious spellcasters such as clerics or wizards. The xorns rise from the floor of the grinder room to defend the grinder itself, as it is the source of their food. Invisible stalkers will strike from out of the walls and make the greatest use of their invisibility to inflict sneak attack damage on opponents.

Novgozan hates combat, but he will defend himself if attacked. He favors ranged attacks and conjuration spells, such as *summon monster*, getting as much distance as he can from his enemies. Stikhyamu, if present, will attempt to shield the dwarf from harm and, if he needs to, he will grow two additional arms (reducing his speed to 10 ft.) in order to take care of more than one opponent at a time. If Novgozan is reduced to less than half his maximum hit points, he will use one of the charms on his *bracelet of friends* to summon an ally. Novgozan's first choice is Rombassa, but if the slaver captain is dead and the charm fails, Novgozan will try to summon Tdarnk on the next round. At this point, the heroes may need to make a hasty exit.

Development: The Gargantuan-sized grinder mechanism is the primary target in this objective (AC 15; hardness 10; 320 hp). The grinder is made of steel and granite, so spells or effects that target metal and stone will prove effective. The grinder is powered by a caged elemental spirit known as Phaemir with statistics identical to a lantern archon (see *Monster Manual*); once the grinder is reduced to 80 hp, the spirit is released and briefly manifests as a radiant spark before the heroes to thank them before returning to its home in the Gray. Phaemir's presence can be detected within the grinder with *arcane sight* or similar divinations, and a caster level check against Novgozan's bindings (DC 30, includes +3 circumstance bonus) will inflict 10d6 damage to the grinder as Phaemir struggles to free itself. This damage is also inflicted on the grinder when Phaemir is finally freed, so it could destroy the mechanism on its way out.

Once the grinder is destroyed, Tdarnk's Crystal Mill is ruined. Novgozan, if he remains alive, may eventually be able to rebuild the mechanism, but if the rest of the operation is also sabotaged by the heroes, he will likely flee

Daltigoth. Like all of the Council of Nine, if Novgozan is not killed in this chapter, he will be among the servants Frost summons to the Rimeberg in Chapter Seven: *The Fury of the Gale*.

Experience Awards: In addition to the success points for this Objective, award the heroes additional XP for overcoming the combined threat of each elemental group (considered to be a total CR of 16, including the elemental minion chief, or CR 14 if the chief is not eliminated), the invisible stalkers, the xorns, and Novgozan's razhak ally. Destroying the grinder represents a minor group mission goal for the heroes.

OBJECTIVE 2: MORGASH ICEWHARVES

Important Characters: Symacca Argyros, Qalboa

Success Points Earned: 5

Objective Goals: End the Ergothian Merchant Marine's participation in the distribution of *allomanya*; acquire proof of Symacca's culpability in *allomanya* operations.

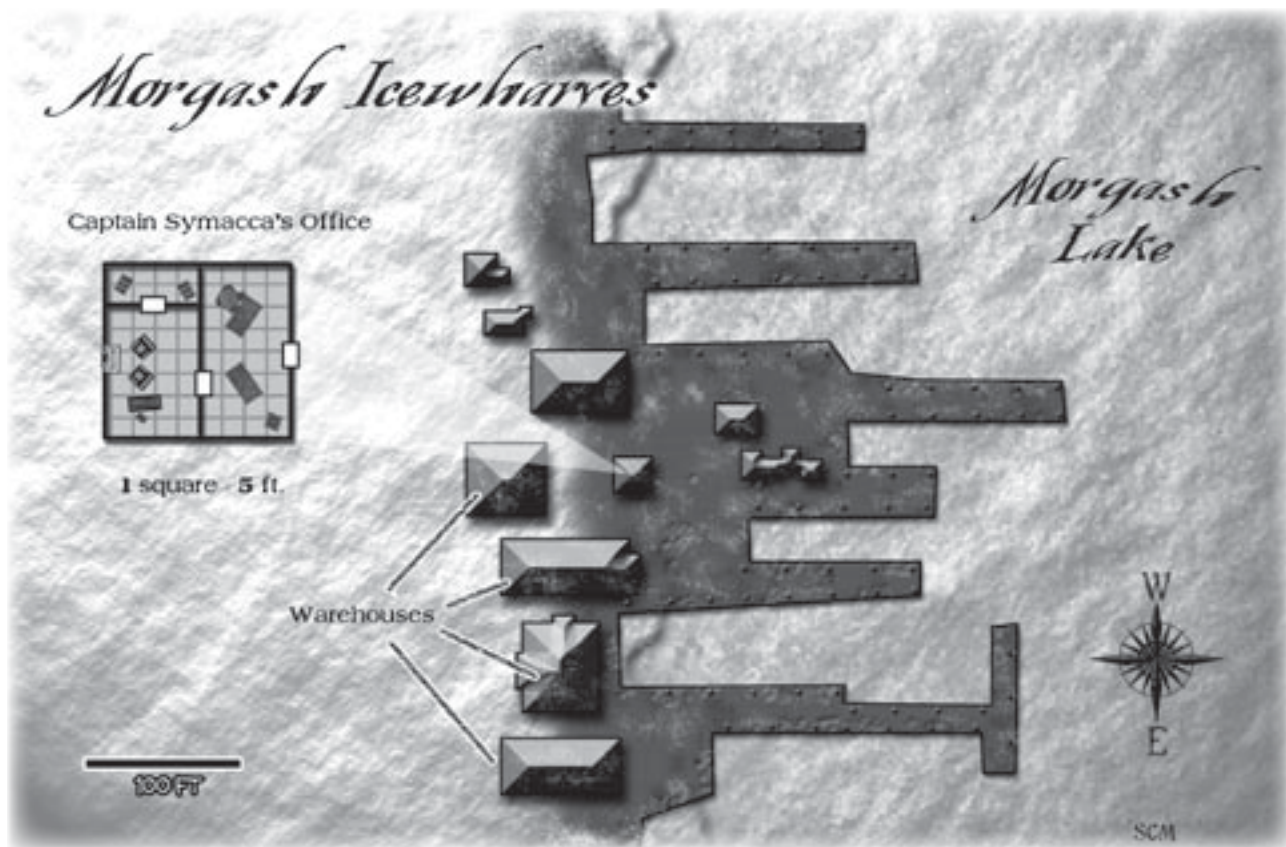
Gather Information DC 20: The Icewharves are Daltigoth's port of entry for mercantile shipping. Icerigger ships carry cargo from Lake Morgash's frozen shores to the Crystal Bridge, and the crews load it onto tall-masted vessels anchored along the ice shelf. Iceriggers also travel around the Lake's western edge in order to reach Zhea Harbor and other frozen ports.

Gather Information DC 25: Ten of the twelve icerigger ships in use at the Icewharves are owned by the Ergothian Merchant Marine representative, Captain Symacca; the other two are locally owned. They were built in Daltigoth, but they were purchased a year ago by Captain Symacca Argyros for use in bringing cargo to and from the ships at the Crystal Bridge. Captain Symacca is the only Ergothian Merchant Marine agent in Daltigoth, and he has become independently wealthy as a result.

Gather Information DC 30: Without the iceriggers, trade and shipping will slow to a crawl in Daltigoth, which is why Captain Symacca has them protected by thanoi. The thanoi benefit from a cut in the independent fisheries market that brings wealth to the Icewharves, and in return, they watch the vessels and ward off external threats. Symacca's practices, including the hiring of thanoi and distributing Tdarnk's *allomanya* elixir to foreign ports, form a breach of the Merchant Marine's strict guidelines, but no proof can be made on hearsay.

The Setup: The Icewharves are wooden structures extending over the ice of Lake Morgash with boardwalks and gangplanks connecting them to warehouses. A central office of the Ergothian Merchant Marine is guarded at all times of the day and night by eight thanoi marines in Symacca's service. Symacca is in his office each morning and spends the afternoons in the city conducting his business deals. After dusk, he returns to his office for a while before retiring to his home in the King's Quarter.

Symacca keeps a ledger in his office with damning evidence about his various shipments of *allomanya*, but it remains under lock and key and protected by a very dangerous fiendish servant, Qalboa (LE half-fiend kolyarut). Symacca's ten icerigger vessels are usually back



at the icewharves before nightfall, spending most of the day ferrying cargo to the Crystal Bridge several miles away; they are crewed by thanoi marines who also double as their night-time protection.

Creatures: Six thanoi marines crew each icerigger, four of which remain on board at night while the other two are on shore leave. Symacca's office is guarded by eight more thanoi. Qalboa, the fiendish guardian of Symacca's ledger, is a corrupted agent of Shinare. The half-fiend kolyarut defends Symacca's ledger at all costs, for a secret that binds Qalboa to Symacca is kept inside the book.

☞ Captain Symacca Argyros: hp 114, see page 339

☞ Qalboa the Fallen: hp 97, see page 334

☞ Thanoi marines: hp 83, see page 345

Attack! The heroes may decide to conduct a raid on the offices of Symacca. This may go badly, especially if Symacca decides to use his *bracelet of friends* to summon help (beginning with Goizarg, then either Rombassa, if he is alive, or Tdarnk). The Ergothian is unwilling to let himself be seen as weak, so he will call his thanoi marines together to mount a defense, then order Qalboa to go outside and confront the heroes. Another tactic the heroes could try is attacking the iceriggers, for if they are damaged or destroyed, Symacca's operations grind to a halt.

Break In! Another option for sneakier heroes is to break into the offices of Captain Symacca, using stealth, magic, or other duplicitous means. If they try this, the only obstacle to them other than the expensive locks (Open Locks DC 35) and thick magically reinforced wooden walls (hardness 10, hp 220, Break DC 26, Climb DC 15) is Qalboa. The fallen inevitable may be bargained with—he begins as Hostile, but he might be swayed if the heroes

pitch a good enough argument (such as “why are you helping this man instead of helping us”)—he will not allow them to take the ledger unless they promise to free him with it. This requires having the book blessed by a cleric of Shinare and then having a cleric of Shinare cast *atonement* and *dismissal* on Qalboa. If they refuse to do this for him, he will attempt to use his *geas/quest* upon them to make it happen.

Intrigue! The heroes may not even have to break into the offices or so much as lift a finger to confront Symacca. Because of his connections in the city and in Ergoth, sending out word to the Captain by the various networks and whisperers that get back to him will usually be successful. The heroes might blackmail the Captain, threaten to reveal his secrets to the Ergothian Merchant Marine, or something similar. Symacca is confident, so they will need to have some hold over him or conduct a very successful Bluff check vs. Symacca's Sense Motive (with a -4 penalty to Symacca's check if they use “word on the street” to communicate). You might stage this in three parts: a meeting with one of Symacca's underlings or street thugs (an ogre in the Trade Quarter), involving Bluff, Diplomacy, or Intimidate; a Gather Information check to trace Symacca's movements (opposed by his Bluff check); and then a confrontation with the Captain, who will leave his ledger behind with Qalboa. With sufficient roleplaying effort and use of their knowledge against the Captain (Ergothian Merchant Marine faction check against DC 20), they might force him to leave Daltigoth and abandon the *allomanya* trade for something less risky.

Development: Once the heroes have dealt with Captain Symacca, *allomanya* shipping will cease to take place, and



within a week, all foreign ports will have stopped receiving their shipments. Those authority figures and nobles who are addicted to the substance will immediately enter withdrawal, but they will no longer be in the thrall of Gellidus. If the heroes take the book but do not take care of Qalboa, he will begin to hunt them down wherever they go in order to exact vengeance. If Symacca goes free, he will return in Chapter Seven: The Fury of the Gale as one of Frost's servants.

Factions: Defeating Symacca and turning him over to the Ergothian Merchant Marine, the Church of Shinare, or some other lawful-aligned agency earns the heroes a +4 bonus to their Ergothian Merchant Marine faction rating. If Symacca is defeated but not delivered to one of these groups, the bonus is only +2. If Symacca is not defeated, but the operations in Daltigoth are stopped, the bonus is +1. Apply the inverse of this bonus to the heroes' Whitescale Society faction rating.

Experience Awards: Because this could be a huge battle or a sly social conflict, reward experience as appropriate. Stopping Symacca's trade schedule is also a minor party mission goal with associated XP rewards. Doing so without lifting a finger to touch the Ergothian Merchant Marine is an added bonus; this counts as defeating him for the purposes of experience points.

OBJECTIVE 3: ASSASSIN TRAINING COMPOUND

Important Characters: Master of Claws, Master of Talons, Mistress of Fangs

Success Points Earned: 7

Objective Goals: End the threat of the Whitescale Society assassins; banish the three Masters.

Gather Information DC 20: The Whitescale Society has been training and employing killers for months. These mysterious individuals wear rune-inscribed scales about their necks, and some of them cast spells. All of them are trained in the deadly art of assassination. Their training compound is inside the Slave Quarter.

Gather Information DC 25: The Whitescale assassins are organized into three groups, or orders, much like the Knights of Solamnia or Wizards of High Sorcery. The Claws focus on stealth and subterfuge, the Fangs employ arcane spells, and the Talons draw on dark mysticism. Each group is headed by a Master, the highest-ranking assassin. These Masters are supposedly never seen, but there are rumors about fiendish pacts and shadowy origins.

Gather Information DC 30: The assassins are being sent around Ansalon to support the Whitescale Society and aid Society agents in accomplishing their goals. They infiltrate towns and cities and target suspicious individuals who stand in the way of Tdarnk's distribution. The Masters of the assassins seek to spread dissent, chaos, and discord among Ansalon's population, and they have been instrumental in the growth of the Whitescale Society.

The Setup: The compound is inhabited by fifteen adepts of each order: Claws, Fangs, and Talons. These adepts are at the end of their training and quite proficient. Each day is divided into time periods of eight hours, with one third of the adepts training, one third sleeping, and

one third active in the city or carrying out duties within the compound. Thus, at any one time fifteen adepts will be asleep in their dormitories with the other thirty active. Each adept has been assigned a corresponding member in each of the other two orders, allowing them to quickly form into triads; a triad's members are all assigned to the same schedule.

The compound is divided into three separate wings, one for each order, each of which includes simple dormitories, washrooms, a practice hall, and storage. The center of the compound features a large open area or atrium for larger practice and formation exercises. Assassin triads meet, consult, and train together in the main atrium and its ancillary rooms, separating at the end of their training to work more closely with their brothers and sisters in their order. This keeps them closely aligned to their order yet affords them considerable latitude in working with their fellow triad members.

The Masters of the Whitescale assassins reside in a triangular suite of rooms above the central atrium of the compound. This area is off limits to the lower-ranked adepts unless they are specifically invited or ordered to meet with their instructors. Jow, Cang, and Shen Balaurus will be found in this area unless they are downstairs training with the adepts. Training and instruction occupies 8 hours of a Master's time with the remainder consisting of carrying out secretive missions and meditating. The tieflings do not need to sleep, but they require at least 4 hours of meditation per day for rest. Only one of the three will rest at any one time.

The following is also true about the compound:

- The Masters have bolstered all of the walls (but not ceilings) of the compound with permanent *walls of force* (CL 13th).
- The Masters have a permanent *mage's private sanctum* (CL 13th) spell active on their upper-level chambers.
- Access to the upper level is via a permanent (vertical) *phase door* spell keyed to the wearing of a runic scale token around the neck. Without one of these items, which all Whitescale assassins wear, an escort on the part of one of the three Masters is required.
- Walls are all reinforced masonry (hardness 8, 180 hp/10-ft. by 10-ft. section, 1 ft. thick, Break DC 45, Climb DC 15) when not bolstered by *walls of force*. Ceilings are 10 ft. high, except the atrium which is 25 ft. high. Floors are smooth stone. All doors are iron (hardness 10, 60 hp, Break DC 28, Open Locks DC 35).

Creatures: There are forty-five adepts in total and three unique Masters. The assassins do not allow any other beings in their compound, whether mortal or not; they do not summon or conjure allies or servants. The only exception is for those rare occasions when the Masters will use their *bracelets of friends* to call somebody other than one of their siblings—the most likely NPC to be summoned from the Council of Nine is Honnerstig, followed by Goizarg and Tdarnk.

☞ Jow Balaurus, Master of Claws: hp 74, see page 332

☞ Cang Balaurus, Master of Talons: hp 68, see page 328

☞ Shen Balaurus, Mistress of Fangs: hp 82, see page 335

☞ Whitescale Society Claws (15): hp 35, see page 290

☞ Whitescale Society Talons (15): hp 37, see page 348

☞ Whitescale Society Fangs (15): hp 45, see page 347

Tactics: Within the compound, the assassins always work in triads if they have the chance. This entails one assassin of each order—the Claws, Talons, and Fangs. A triad coordinates its attacks, special actions, and use of miscellaneous magic items for the overall benefit of the triad, not its individual members. Support and use of aiding one another or flanking is stressed in training. If the assassins aren't in a triad, they carry on much as they would if they were, adjusting slightly to the loss of a mystic, sorcerer, or accomplished rogue.

The heroes may decide to just confront the compound, swords drawn, by taking out the compound's defenses one by one or trusting on attrition to wear down the compound's armed resistance. Targeting one order's wing, for example, often means avoiding any contact with a triad unless the assassins get word to their companions. Alternately, they may decide to sneak in using magic, such as *alter self* or *polymorph*, to infiltrate the compound and strike from within. Speed will be essential, and you should keep careful track of the time it is taking the heroes to pull their plan together and put it into action. Strategic strikes may work, at least for one or two forays into the compound, but after this point, it will be time to consolidate efforts on eliminating the Masters. If these individuals can be fought separately, the heroes have a much greater chance of defeating them than if they fight them together. If the heroes take too long or act too

cautiously, the Masters will get a chance to regroup and call for assistance from the outside.

Development: Removing the three Masters from the political landscape will have a marked effect on the rest of the adventure. From this point on, all of the Whitescale Society assassins that Gilthanas summons will subtract from a limited pool. The order in which the heroes accomplish this chapter determines how many more assassins Gilthanas and Frost will have at their disposal. If this chapter is carried out first out of the five, the pool consists of only 10 members of each order (Claws, Talons, and Fangs). Each chapter after the first, add 5 members to the pool; if this is the last chapter completed before **Chapter Seven: The Fury of the Gale**, Gilthanas and/or Frost will have access to 30 members of each order as the Gale progresses away from Southern Ergoth toward its fated destination.

Factions: Success in this Objective will lower the heroes' faction rating with the Whitescale Society by -3 and increase their rating with the Brass Tigers, Knights of Solamnia, and Legion of Steel by +2.

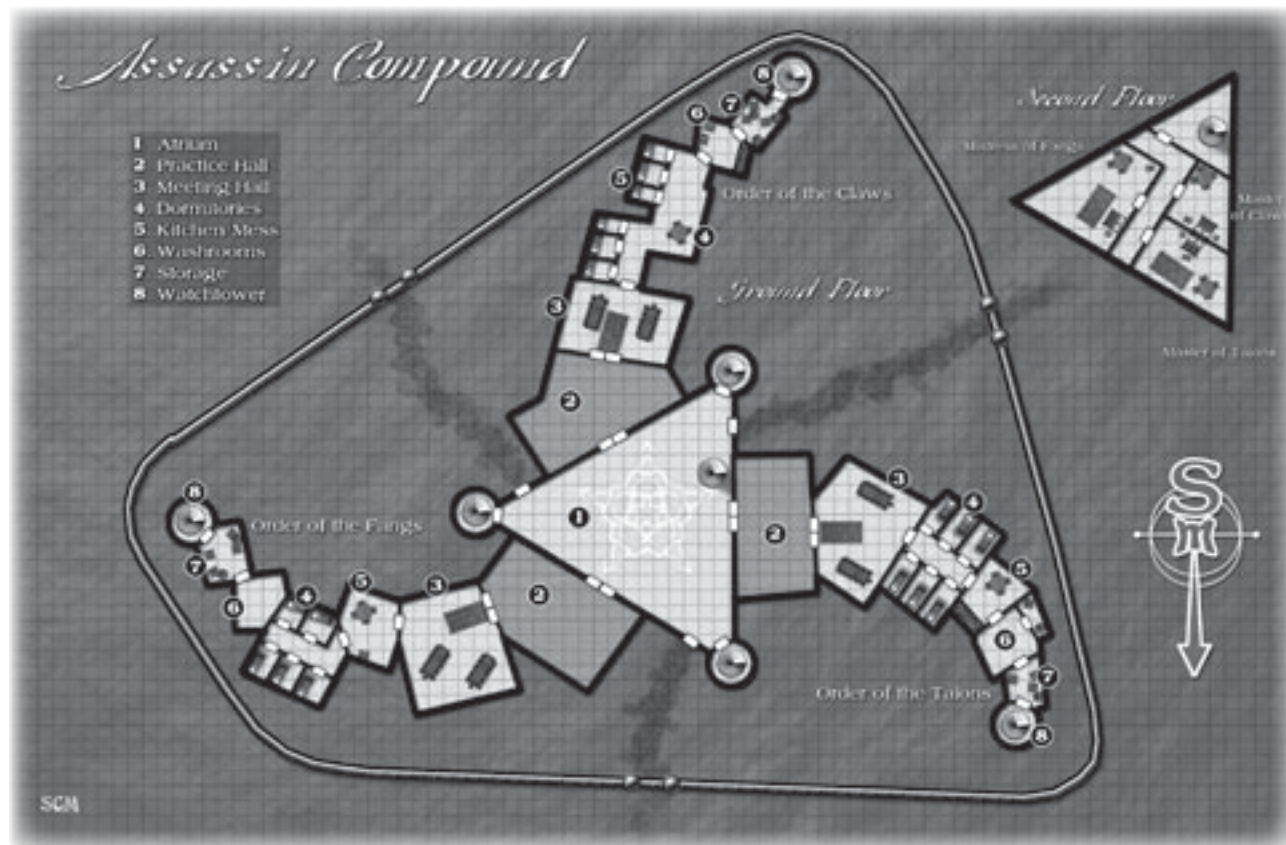
Experience Awards: In addition to the success points for meeting this Objective, the heroes may earn experience points for defeating the resident assassins. This will constitute a minor party mission goal for the purposes of story awards.

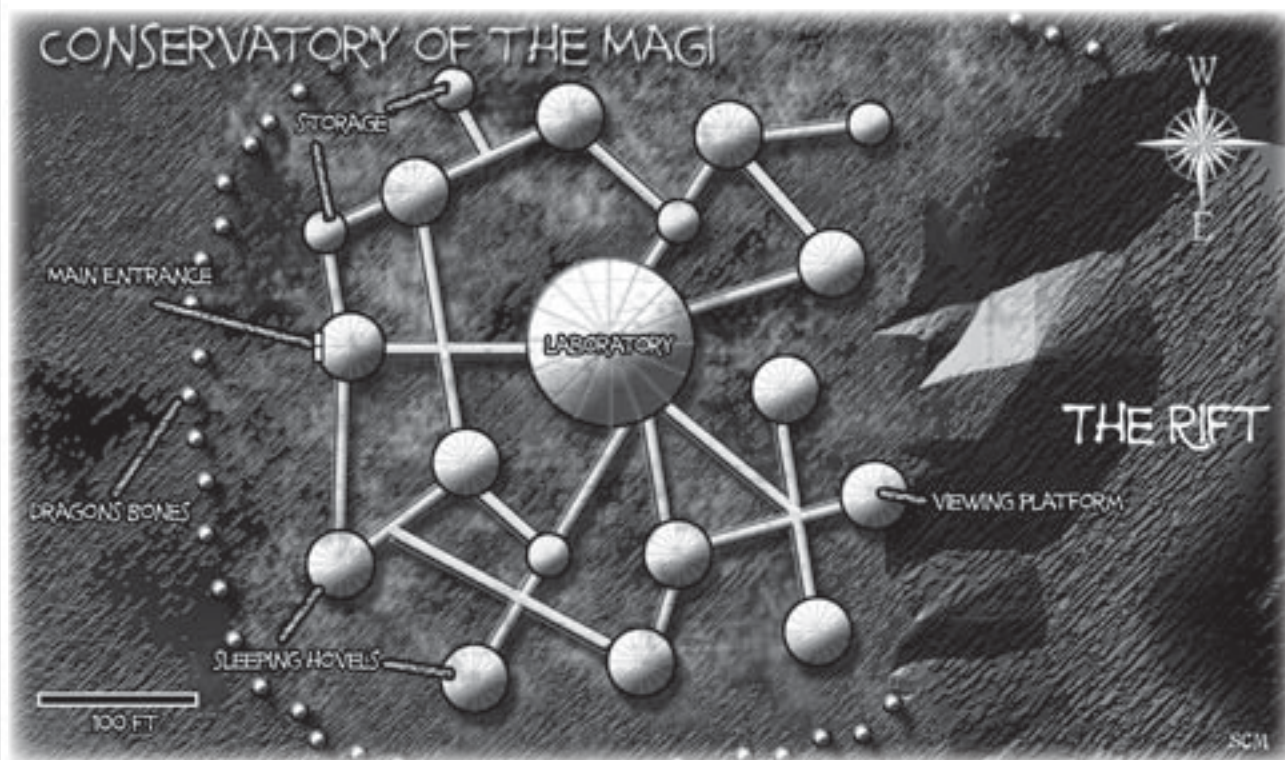
OBJECTIVE 4: CONSERVATORY OF THE MAGI

Important Characters: Goizarg

Success Points Earned: 6

Objective Goals: Subvert or destroy the cabal of ogre mages assisting Tdarnk.





Gather Information DC 20: The Conservatory of the Magi is a forbidding structure that looks over the edge of the crevasse in the middle of the city. Ogre mages, believed by many of the city's less-gifted residents to be the heirs to the magic of the high ogres, work tirelessly to perfect their arcane rituals and necromantic experiments. They work in secret, keeping apart from the homeless ogres and trolls of the Inner City Ruins and sending hideous demons out to do their bidding.

Gather Information DC 25: The ogre mages are led by Goizarg, one of Tdarnk's Council of Nine and a cruelly intelligent figure in his own right. He envies the power of the ogre titans and seeks to become one himself, but the rumors circulating among the aristocratic ogres in Daltigoth say that he has yet to prove his worth to the Dictator. Goizarg therefore seeks items of power in the blasted rift caused by the destruction of the Tower of High Sorcery, bolstering his might in preparation for his ascendancy to titanhood.

Gather Information DC 30: Several months ago, Goizarg formed an alliance with Theo Drawde and the group of Thorn Knights following him. The two sorcerers conspired to uncover the secrets of the destroyed Tower. Theo also offered to back Goizarg's petition to Tdarnk for access to the Ritual of Rebirth, but the Lord of the Thorns has been gone for some time. Goizarg is beginning to question if he will ever be allowed to undergo the transformation, and his bitterness and hatred are growing for those ogres who have undergone the ritual to become titans.

The Setup: Located on a balcony of rock, the Conservatory of the Magi is a collection of stone huts surrounded by a fence made from the curved rib bones of dragons. Each of the huts is connected to one or two other huts by enclosed walkways, allowing the mages the

freedom to walk back and forth without being exposed to the outdoors. The air around the Conservatory is heavy with smoke and pitch; much of the earth around the huts, both within and without the bone fence, is smoldering ash and coals.

Inside the huts, thirteen ogre mages, including Goizarg, sleep, work, and debate. A central hut contains the laboratory, with large summoning circles, braziers, bowls of fetid water, and racks of magical reagents and spell components. The smaller huts serve as sleeping hovels, storage, and latrines. One hut sits on the very edge of the rocky precipice, serving as something of a viewing platform. A winch and chain lowers a wooden gantry down into the rift, from which mysterious vapor and smoke emanate constantly.

During the evening, at least one ogre mage is down in the rift, with another operating the winch with a sturdy wooden crank. A party of four ogre mages is out with a retriever, hunting for artifacts in the area. The other seven ogres are within, casting spells or brewing potions throughout the evening. Before dawn, at least four ogres, one of whom is always Goizarg, conduct a foul spirit-gathering ritual. This funnels the necromantic energies Tdarnk needs for the creation of *allomanya* into a wicker basket filled with asps and vipers. The basket is taken to the Sanguinarium just before sunrise by one or more of the ogre mages' quasit familiars (*quasitos*).

Daylight finds the ogre mages sleeping in their huts, watched over by demonic guardians and their *quasitos*. Typically, Goizarg summons a glabrezu with *planar binding* and compels it to guard with instructions to wake the ogre mages if any creature approaches. The glabrezu, one of at least nine that have served the Conservatory for a decade, is rewarded with *allomanya* when its service has ended. The potion is an intoxicant to demons, thus

Goizarg and his fellow mages are able to routinely call fiends to their aid. The retriever used by the hunting party lurks just underneath the rocky outcropping, clinging to the underside until called.

The following is true of the Conservatory:

- The Conservatory is surrounded by smoldering coals and ash (1d6 fire damage/round, Reflex DC 15 or catch fire, may be doused with 1 gallon of water to cool off one 5 ft. by 5 ft. section). A path weaves through it, which can be located with a DC 28 Search check.
- The entire Conservatory is constantly under the effects of an *unhallow* spell, cast with the aid of Honnerstig (CL 10th) and linked to an *invisibility purge*, triggered by the arrival of any good-aligned presence in the Conservatory. The ogre arcanists often cast *alarm* before retiring for the evening.
- Walls are all magically hardened fitted stone (hardness 16, 180 hp/10-ft. by 10-ft. section, 1 ft. thick, Break DC 55, Climb DC 22). Ceilings are 10 ft. high, except the central hut, which is 20 ft. high. Floors are rough flagstone. All doors are iron (hardness 10, 60 hp, Break DC 28, Open Locks DC 35).

Creatures: Eight of the Conservatory ogre mages are artifact-hunters (NE male ogre mage rogue 8), four are arcanists (NE male ogre mage sorcerer 8), and the last is Goizarg. Each of the arcanists has a quasit familiar, and the hunters have a retriever. A glabrezu is present during the day.

☞ Goizarg, Ogre High Mage: hp 96, see page 331

☞ Conservatory artifact-hunters (8): hp 58, see page 340

☞ Conservatory arcanists (4): hp 72, see page 340

☞ Quasit familiars (4): hp 13, see *Monster Manual*

☞ Retriever: hp 135, see *Monster Manual*

☞ Glabrezu: hp 174, see *Monster Manual*

Tactics: If the heroes decide to stage an assault, they will find the Conservatory well defended by its ogre mage residents. With the ability to assume *gaseous form*, cast *cone of cold*, and become *invisible*, a frontal attack upon them is a risky enterprise. Goizarg hates to fight, so he will always send his demonic servants and his fellow arcanists to deal with intruders. In addition, as the ogre mages can all fly, they will take to the air and conduct an airborne response if the situation warrants it.

Heroes with skill at social interaction may decide to speak with Goizarg. The Ogre High Mage, ready to turn his back on Tdarnk in exchange for great power, might be successfully bribed. His initial attitude is Hostile, though he will warm to the heroes if they offer up a powerful magic item (at least 30,000 stl market price or more). After three successful Bluff, Diplomacy, or Intimidate checks, the heroes may be able to convince Goizarg that he needs to leave Daltigoth or turn on his Dictator. If this happens, the heroes will have at least two hours before he changes his mind—Goizarg's gluttony draws him back to Tdarnk's *allomanya* operation—during which time the heroes can try to get rid of the other ogre mages or create sufficient destruction to ensure the Conservatory suffers a setback.

Development: Without the Conservatory's gathering of necromantic power, the Sanguinarium is not able to

maintain daily production of *allomanya*. It can still be done, though the power must be gathered through other means, and it slows production down to one batch for every three days, instead of one per day. Goizarg, unlike the other Council of Nine members, will not join Gellidus if he survives this chapter; the Ogre High Mage will go into hiding, taking what he has learned of the Ritual of Rebirth with him.

If the heroes undertake the events in this chapter before liberating Bastion in Chapter Three: The Liberation of Bastion, they may learn of the Tower of High Sorcery's Heartroom from notes in Goizarg's room within the Conservatory. This will enable them to find the Heartroom and make use of its Portal once they defeat the guardian. If, on the other hand, the heroes come to Daltigoth after they have liberated Bastion, they will already know of Lord Theo Drawde, and Goizarg's notes will tell them of Theo's cabal of Dark Knight sorcerers operating in the western isles. This is information the Knights of Solamnia, Legion of Steel, and Brass Tigers will appreciate hearing (+1 to each faction's rating).

Experience Awards: In addition to the success points for meeting this Objective, defeating Goizarg's ogre mages will earn the heroes a considerable number of experience points. Subverting or destroying the Conservatory constitutes a minor party mission goal for the purposes of story awards.

OBJECTIVE 5: SANGUINARIUM

Important Characters: Rombassa, Honnerstig

Success Points Earned: 8

Objective Goals: End the elven slave operation and stop the killing of elves.

Gather Information DC 20: The Sanguinarium is in the King's Quarter and is the location of ritual sacrifice conducted in accordance with ancient High Ogre rites. Tdarnk has informed the people of Daltigoth that regular sacrifices must be carried out in order to maintain the city's prosperity. The Untouchables believe the sacrifices are being carried out in order to keep the wealthy ogres in charge and the homeless ogres in squalor; many of them have joined the Cult of Gonnas and are eager to exercise vengeance.

Gather Information DC 25: The Sanguinarium is the place where the elven slaves have their blood drained from their bodies while they are still living. Elven blood is used in the production of *allomanya*, which is a derivative of the eldritch potion Tdarnk used to become an ogre titan. Rombassa, the slaver captain, is one half of the Sanguinarium's governing body. The other half is a Bishop of Chemosh named Honnerstig, who is seldom seen outside of the building.

Gather Information DC 30: Honnerstig is a vampire, an undead spirit clothed in the body of an ogre mage. He is Chemosh's greatest priest among the ogres, responsible for countless elven deaths. His role in the *allomanya* process is to administer the Lord of Bones's unholy blessings and ensure the souls of the dead elves are trapped, the better to be used in the grisly process of rendering blood and bone

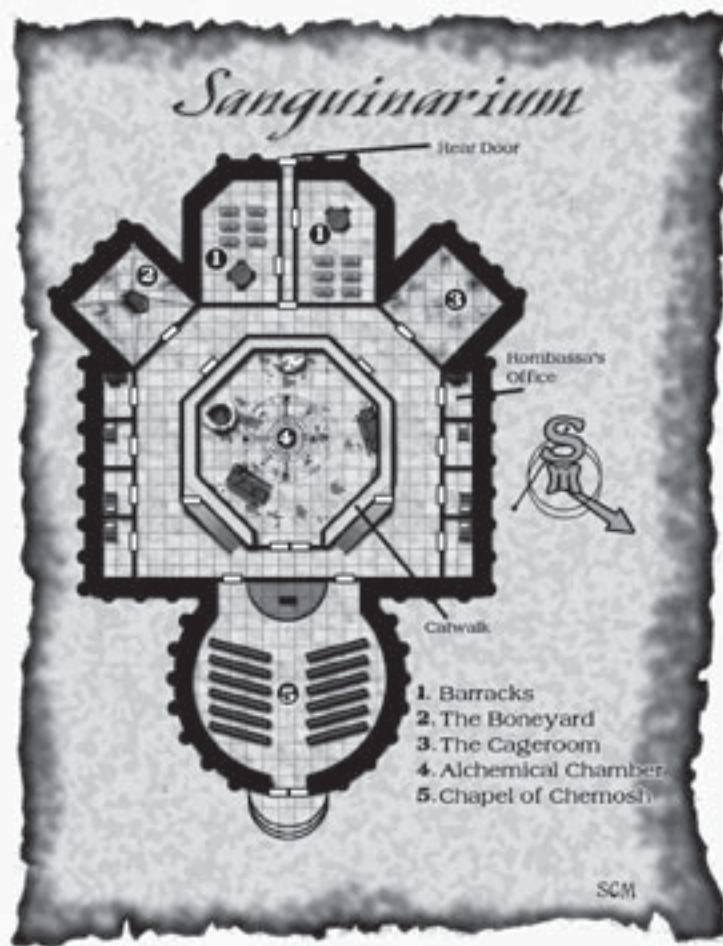
to make *allomanya*. Honnerstig's agents, minor priests of Chemosh, make sure that unlawful use of the elixir is kept to a minimum in the city.

The Setup: The Sanguinarium is a monstrous stone edifice that includes a chapel to Chemosh, an alchemical chamber containing vats and enormous cauldrons, a place to keep the living elves (the Cageroom), and a mass grave of elven bodies (the Boneyard). Undead laborers work in the Sanguinarium in lieu of living servants who might try to steal the *allomanya* as it cools in the alchemical chamber. Honnerstig's agents walk back and forth above the chamber on catwalks, watching the undead work. Rombassa, the slave captain, keeps an office beside the

Shortly before sunrise, *quasito* demons from the Conservatory of the Magi and Stikhyamu the razhak from the Crystal Mill arrive at the Sanguinarium with supplies to begin the day's work. The demons bring wicker cages filled with necromantically-charged snakes, while the razhak brings refined crystals that have been prepared at the Mill. Undead servants (usually wights) collect all of the items and take them to the alchemical chamber. Honnerstig's agents then escort ten elves from the Cageroom to the alchemical chamber, and over the next two hours, the elves are subjected to the horrors of *allomanya* production, including being poisoned by asps and having their blood drained from their bodies. The resulting liquids are collected in a vat and six hours later, as many as 5 vials of *allomanya* are produced. The bodies of the elves are taken to the Boneyard for use later by the clerics of Chemosh.

Within the chapel to Chemosh, a congregation is usually held with various aristocratic ogres and even a number of half-ogres and trolls in attendance. The chapel features an item of great power that further intensifies the room's evil ambience—a *darkskull*, mounted on the altar in a silver bracket. Honnerstig conducts unholy rites here at dusk and midnight, with one of his agents leading the rites at noon. The vampire seeks to spread the word of the Lord of Bones throughout Daltigoth, but he has avoided the Untouchables, perhaps to his disadvantage. The cult of Gonnas has already gained ground among the homeless and vengeful residents, and Honnerstig's willful ignorance of this may be useful to the heroes.

While Rombassa sleeps in the barracks on the ground floor near the Cageroom, Honnerstig has a coffin suspended above the Boneyard by four lengths of star metal chain (hardness 20, 40 hp/1 ft., Break DC 50). This wooden relic from Honnerstig's distant past was reclaimed by the vampire when departing Hurim; Honnerstig must return to this coffin once a day in order to properly rest. The heroes can cause no end of grief for Honnerstig if they



Cageroom, but he is usually absent during the morning as he makes his rounds in the Slave Quarter.

The alchemical chamber is where *allomanya* is made. The entire building radiates necromantic power, a sinkhole of negative energy. As well as the elven zombies that shift mindlessly about under the direction of Honnerstig's agents, ethereal and incorporeal spirits drift unseen about the building. Depending on when the heroes arrive at the Sanguinarium, from thirty to as many as sixty elven prisoners are chained in the Cageroom, awaiting their deaths. Rombassa leaves this to Honnerstig; in truth, the slaver captain cannot bear to see the elves exsanguinated or tortured. As a slaver and professional killer, he prefers his prisoners to suffer only a quick death.

sanctify his coffin with *hallow*, for instance.

The following is also true of the Sanguinarium:

- The entire building is under the effects of an *unhallow* spell, linked to a *bane* spell effect (CL 16th). The trigger is "followers of a god other than Chemosh."
- Walls are all magically treated reinforced masonry (hardness 16, 360 hp/10-ft. by 10-ft. section, 1 ft. thick, Break DC 65, Climb DC 15). Ceilings are 15 ft. high. Floors are flagstone. All doors are iron (hardness 10, 60 hp, Break DC 28, Open Locks DC 35).

The boneyard is also the location of this chapter's dragon skull. The skull is located above Honnerstig's coffin, held there by six additional star metal chains. Tdarkn had the skull moved here from Castle Crimson,

awaiting Gilthanas's arrival. If Gilthanas has already been to Daltigoth (i.e. he passed through this chapter before the heroes), the skull is gone. If he has yet to arrive, the skull will be present. If Gilthanas and the characters are sharing this chapter, the elflord will arrive at some point to acquire the skull; if the heroes carry out this Objective, their paths will cross. Honnerstig, Rombassa, and the others will step in to aid Gilthanas if he is attacked; Honnerstig will remain with Gilthanas while he is in the building, concerned about the safety of his coffin.

Creatures: Honnerstig and Rombassa have the Sanguinarium well guarded. Honnerstig has eighteen wights, forty-three zombie elf commoners, six spectres, and a devourer in residence, as well as six agents (CE male or female ogre fighter 6/cleric 6 of Chemosh). Four Dictatorial Guard members (CE male ogre fighter 1, plus *allomanya* on hand) are always posted by Rombassa outside the front and rear doors of the Sanguinarium. The guards permit the faithful to enter in the front, since the chapel of Chemosh is located there and access to the rest of the building can be cut off when necessary.

☞ **Honnerstig, Bishop of Chemosh:** hp 93, see page 332

☞ **Rombassa, Slaver Captain:** hp 114, see page 335

☞ **Sanguinarium agents (6):** hp 130, see page 344

☞ **Dictatorial Guard (8):** hp 44, see page 341

☞ **Devourer:** hp 78, see *Monster Manual*

☞ **Spectres (6):** hp 45, see *Monster Manual*

☞ **Wights (18):** hp 26, see *Monster Manual*

☞ **Zombies (43):** hp 16, see *Monster Manual*

Tactics: Rombassa and Honnerstig rarely fight alongside each other or even appear in the same place at the same time. Each has his own set of supporters and allies, described above: Rombassa's Dictatorial Guard fight with efficiency and skill, following their captain's orders to the letter; Honnerstig's undead and clerical adepts make the best use of the Sanguinarium's negative energy auras to bolster their strength. If by some chance the heroes manage to get both sides mobilized against them, they may attempt to turn the tables by focusing on the differences each side has and sending Rombassa's soldiers against Honnerstig's undead. Whether this succeeds is largely a matter of how convincing their story is.

Honnerstig's primary motivation is to stop the heroes from interfering in the *allomanya* production process. He is prepared to do anything to promote his Lord's agenda—a nihilist, he will even sacrifice his agents and undead to gain the upper ground. The vampire shifts his tactics constantly. One round he casts spells, the next he exchanges blows with the heroes. If he is reduced to less than a quarter of his hit points, he'll attempt to escape. Honnerstig will return in **Chapter Seven: The Fury of the Gale** if this happens. Honnerstig is also capable of animating more zombies and creating further undead thanks to the Boneyard, so if the heroes do not finish him he will eventually be able to replace the undead the heroes dispatch.

Rombassa's primary motivation is weariness. He has been doing this sort of thing for so long, that he could be

convinced to walk away from it all if he feels the situation has become unmanageable. Alternately, his bitterness kicks in and he chooses to target the heroes out of desperation. With his training, Rombassa is a terrifying opponent, so if the heroes are able to direct this deadly skill at somebody other than them, they will avoid a potentially fatal encounter. It is also worth noting that the Dictatorial Guard align themselves more with Rombassa than Honnerstig, and with the vampire's illegal distribution of *allomanya* to various favored nobles in recent weeks, the slaver captain will have little trouble convincing the Guard to assist him against Honnerstig.

Honnerstig never uses his *bracelet of friends*, but Rombassa might. If he needs help, the slaver captain is most likely to call for the aid of Captain Symacca or Novgozan.

Development: Killing Honnerstig or Rombassa has significant consequences. Tdarnk's *allomanya* production relies on elven slaves and the power of Chemosh to prepare the vials each day. Although he can replace these characters given time and effort, this Objective carries more weight in terms of success points because of the importance of the Sanguinarium in the production process. In addition, because the Sanguinarium is the depository for much of the current *allomanya* stock in Daltigoth (290 vials), those in the city who hear of the Sanguinarium's fall will rush the building in order to claim the elixir for themselves and feed their addiction.

Freeing the elven slaves held in the Sanguinarium also fuels the rebel sentiment in the city. Elven slaves in the Slave Quarter will eventually ally with the Untouchables in overthrowing the Dictator's control in that part of Daltigoth, which could lead to further uprisings (see the "Dictatorial Guard Posts" sidebar, page 186).

Experience Awards: In addition to the success points for meeting this Objective, defeating Honnerstig and/or Rombassa will carry with it a considerable experience point reward. Destroying the Sanguinarium's *allomanya* production and freeing the slaves constitutes a minor party mission goal for the purposes of story awards. If an addicted hero faces his or her addiction here in the presence of so much *allomanya*, consider rewarding them with a minor personal goal of their own.

THE TITAN COMETH

Once the heroes have acquired 20 or more success points, Dictator Tdarnk comes looking for them. The ogre titan, having heard about the sabotage and insurgency, arrives on the scene shortly after they complete their final Objective. If the heroes have been extremely efficient, sneaky, or careful, they might avoid an encounter with the ogre titan for a short while, but a confrontation with Tdarnk is inevitable. Ideally, this takes place in the Dome of Gold, so the Dictator can demonstrate his superiority to his many hundreds of lackeys and aristocrats; however, even a brawl on the streets of Daltigoth will suit him if it means eliminating this new annoyance.

The Setup: Tdarnk appreciates his environment and his size, so he will not enter into a battle in a location where

this is a disadvantage. If necessary, he will take a battle out into the open through force (such as an Awesome Blow). The Dictator will not show up alone; he knows better than to seek out a party of experienced adventurers without support. Choose one or two of the Council of Nine who the heroes have not yet faced (Novgozan, Goizarg, and Honnerstig are good choices, as they are spellcasters), along with any surviving Dragonwardens. This group forms the core of Tdarnk's gang of vengeance.

Read or paraphrase the following when Tdarnk arrives on the scene to confront the heroes:

Through the acrid smoke and wet, black snow that falls upon Daltigoth's streets strides a figure of terrible beauty and cold malice. Clad in ornate armor of iron and polished ebony and bearing a huge spiked mace-and-chain, this can only be the Prince of Morgash himself, Tdarnk. Although others follow in his wake, minions, servants, and allies

both known and unknown, his presence is so palpable and thick with menace that everything else around him seems simply mundane.

"Behold!" intones the blue titan, spreading his muscular arms wide. "You stand in the presence of ancient magic! It is no surprise to one such as I that you, caught in the current of the River that is my destiny, came to my city. You had no choice! You had

to lash out at the glory that is Daltigoth, the glory that is Tdarnk. For that, you are forgiven, and instead of a meaningless death at the hands of my servants, I shall send you into the next world personally."

Creatures: Apart from Tdarnk, the heroes may need to deal with Dragonwardens and one or more of the other NPCs from the Council of Nine. The dragons and the members of the Nine are covered in other sections (such as the Objectives); Tdarnk's tactics are detailed below.

☞ **Dictator Tdarnk of Daltigoth:**

hp 225, see page 329

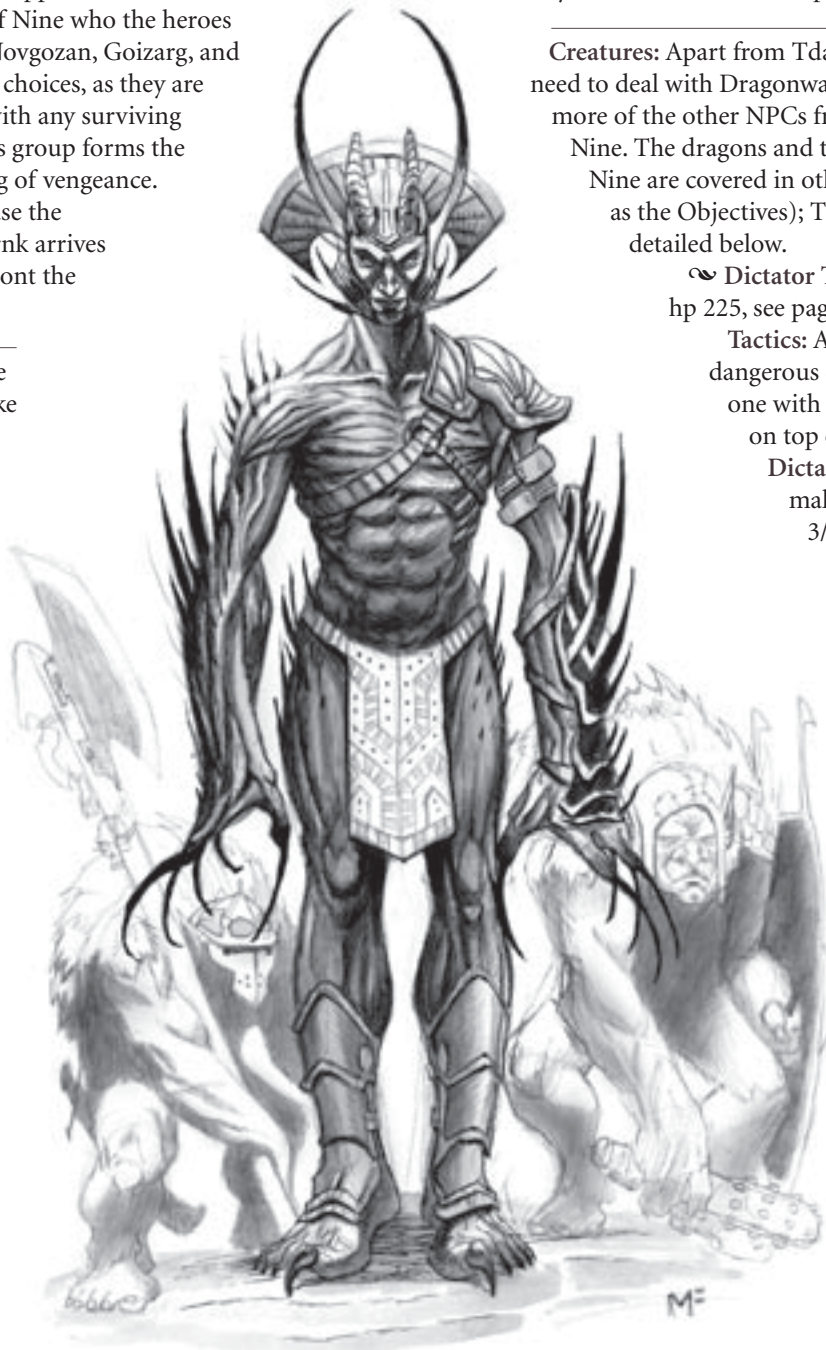
Tactics: An ogre titan is a dangerous opponent, especially one with so many abilities on top of his titan prowess.

Dictator Tdarnk (NE male ogre titan noble 3/barbarian 5/righteous zealot 7) glories in his physical and intellectual might. He is not a spellcaster, but this doesn't give him any feelings of inadequacy. Tdarnk is in fact confident, does not hesitate, and enjoys fighting so much that he will occasionally simply start a duel for the sport of it. Tdarnk honestly believes that he is doing the heroes a favor by killing them himself, and so during the fight, he will urge them to try harder, go into the Beyond with the taste of blood in their mouths, and other remarks.

Tdarnk employs the following round-by-round tactics:

Before the Fight: Tdarnk arrives having drunk his *potions of greater magic fang +4, shield of faith +5, and fly* (all CL 18th).

Round One: Taking a mental note of which opponents appear to be spellcasters or wizards, Tdarnk unleashes a 19d4 soul blast at one of those characters, lowering his hit points by 38. He uses his move action to position himself adjacent to one of his allies, the better to avoid being flanked.



Round Two: Tdarnk enters his rage. He closes with the nearest armored warrior hero and delivers an attack with his flail. If closing only requires a 5-foot step, Tdarnk completes his full attack with additional strikes with his flail, as well as his natural weapons (bite, one claw, and two bone spurs). One of the flail attacks will be used to trip the opponent, followed by a strike if the opponent is tripped. Tdarnk uses his flail to trip opponents when they draw attacks of opportunity.

Round Three: If Tdarnk has been surrounded or flanked, he attempts to deliver an Awesome Blow with his flail against one opponent, sending him into another character if possible. Otherwise, he repeats his flail and natural weapon combination against the nearest hero in 5-foot range, or he attempts a charge against another warrior or armored cleric. The ogre titan takes note of heroes who are grouped together, the better to make use of his Cleave feat next round.

Round Four, etc: Tdarnk continues using his flail to make trip attacks, disarm actions (if he sees opponents using particularly powerful items or weapons, such as the *dragonlance*), and standard strikes. He makes every effort to position himself for a full attack so that he can use his natural weapons.

Development: If the ogre titan realizes he faces defeat, he will be forced to withdraw to a safer environment long enough to use his potions of *cause serious wounds* and recover enough hit points to return to the battle. Tdarnk is incapable of surrender or retreat; he will not yield, which means at some point either all of the heroes or Tdarnk will be dead.

Factions: Killing Tdarnk means the heroes' faction rating in the Whitescale Society drops by -3 and the Knights of Neraka, Wichtlani Ghoul Cult, and Malfesan Horde drop by -2. If by some chance Tdarnk wasn't killed, but rather was captured, forced out of the city, or something less final, the faction ratings drop by one less (-2 and -1). Regardless of the outcome, the heroes' faction rating with the Knights of Solamnia, Legion of Steel, Brass Tigers, and Ergothian Merchant Marine all increase by +2.

Experience Awards: Defeating Tdarnk is considered a major party mission goal. You should award XP for defeating him and his operation, for meeting this milestone, and for coming away alive.

AFTERMATH

The effects of Tdarnk's demise are almost immediate—all of his allies present in the battle will flee, even the Dragonwardens. The loss of the Dictator will be felt over the next few hours as the Dictatorial Guard is attacked by rebellious ogres, the Trade Quarter and Slave Quarter are rocked with riots and mobs, and Daltigoth plunges into chaos and disorder. If the heroes have made contacts with various characters in the city, such as leaders among the Untouchables or Trade Quarter vendors, they receive warning that Daltigoth is falling.

Already, wild ogre clans outside the walls and to the north are massing in the foothills of the Last Gaard Mountains to appeal to Gonnas and the Dragon Overlord,

Frost, in hopes of claiming the city. Thanoi, in service to Frost, head across Lake Morgash to Zhea Harbor to reunite with Barramus (see Chapter Six: Devastation in Khimel). The rest of the city's inhabitants join the whirlwind of liberation, including the elven slaves taken from Silvamori and Qualimori.

Allomanya production has ended. For the rest of the adventure, assume any vials of *allomanya* that the heroes find on the persons of NPCs are impossible to replace once imbibed. Market price on the vials will double.

LEAVING DALTIGOTH

If the heroes have not yet been to Castle Eastwatch, they may do so after they leave Daltigoth. Castle Eastwatch serves as an excellent place for long-term care, but they have had troubles of their own. Once they have rested and recovered from their adventures, the heroes' five major paths onward are described below.

- **Travel to Throtl (Chapter Two):** Working on the information provided by Gibrana Rentir, Fume, or Etharion Cordaric, the heroes may choose to cross the Straits of Algoni and head eastward into Throtl, realm of the dragonlord Fenalysten (known to mortals as Cinder). Armed with a *dragonlance* and other items of power, the heroes may discover the movement to overthrow the dragon tyrant, free the prisoners in Cinder's labor camps, and potentially seize control of the Malfesan Horde.
- **Travel to Bastion (Chapter Three):** With the use of Shala Mer-Kane's portal map or the confessions of the Conservatory mages, the heroes might seek out the nearest location of a portal to Bastion—within the crevasse left behind when the Tower was destroyed. If they take this route, go to Chapter Three: The Liberation of Bastion for information about entering the portal.
- **Travel to Cristyne (Chapter Four):** Taking a ship from Welmet, using Bastion's portals, or employing magic will all allow the heroes to reach Merwick, the capital of Cristyne. They might be pursuing the information they learned about the elven refugees or Sylviana, which lead them to further horrors involving *allomanya*.
- **Travel to Khimel (Chapter Six):** Once they are done with Daltigoth, heroes might attempt to go straight to the icewarrens of Khimel, the breeding ground of the white dragonspawn. They would need to cross Lake Morgash to Zhea Harbor, and from there head north into the Frozen Wastes.
- **Meeting with Rasca (Chapter Seven):** If this was the heroes' sixth chapter and each of the dragon skulls has been collected by the heroes or Gilthanas, they are ready to meet Rasca again and receive the reading from the Ice Key. The confrontation with Frost will be that much closer.

CHAPTER SIX: DEVASTATION IN KHI MEL

*“...held in a warren of ice
where bloodlust and spite hold sway
a she-dragon wakes the countless spawn
and plots from day to day.”*

CHAPTER SYNOPSIS

In this chapter, the heroes stage their assault on the icewarrens of Khimel, out in the Frozen Plains of Southern Ergoth. This is the last known site of Frost’s lair, his *skull totem*, and the center of his operations; it is also located directly above a lake of magma held back only by Frost’s power. Frost has since relocated to the Rimeberg, but his scorned consort Glacier is still present, along with hundreds of white dragonspawn, dragons, and other horrors. Khimel may not survive this part of the adventure. This chapter also details Zhea Harbor, the town of Eastport, and other conquered settlements used as the breeding grounds for more spawn.

THE FROZEN PLAINS

From the northern shores of Lake Morgash to the northern coastline of Southern Ergoth, the Frozen Plains extend like a glistening sheet of bone-chilling ice across Gellidus’s domain. The Plains include the stretch known as the Raging Ice and the Shattered Lands, regions characterized by specific hazards described below under “Features of the Frozen Plains.” In the very center of this glacial waste is Frost’s capital, Khimel; the outer edge of the Plains is ringed by small towns from whose populations

the Whitescale Society draws the unfortunates who become dragonspawn.

HISTORY OF THE FROZEN PLAINS

Before Frost or the Cataclysm, the Frozen Plains were part of the Plains Hundred, one of the largest provinces in the Ergothian Empire. The Ackal Path—Ergoth’s greatest road—ran through it, and Khimel was the size of a small city. With both Daltigoth and Caergoth a little over a day’s ride from Khimel, the Khimelites enjoyed the best of Imperial resources. Under the direction of the Marshal of the Plains Hundred, the region flourished until the Cataclysm drove a wedge of ocean through the middle of it.

The climate changes in the years after the Fiery Mountain struck Istar were severe in Southern Ergoth, especially in the east and north of the island. Tribes of goblins migrated into the plains, pushing the humans towards the ruins of Daltigoth. With Morgash, the Bay of Darkness, forming a natural barrier from their old capital, these Ergothians were forced to crowd into towns like Zhea (renamed Zhea Harbor) and Fairkep. The largest of the ogre tribes took Daltigoth, and the rest moved around Morgash Bay and struck at the Ergothian towns for years.

As the War of the Lance approached, the plains became a wasteland of dry brush and baked earth. The War did little to change things, although the White Wing of the Dragonarmy struck up a relationship with the ogres in Daltigoth, bringing occasional white dragons to the region

SIGNPOSTS: GETTING HERE FROM THERE

KHI MEL is located in the center of the Frozen Wastes, an inhospitable ice-covered expanse. Surrounding the Wastes is an array of small towns, including Varvil, Fairkep, Dalevil, and Serval, as well as Eastport and Zhea Harbor. The latter two are covered in some detail in this chapter and make suitable starting points for the journey into the Wastes. However, it is also possible that the heroes are planning to come over the Last Gaard Mountains or by Portal from Bastion. These passages are briefly described below.

From Kalaman: From the northern coast of Solamnia and Estwilde, getting to Khimel will require passage overland through Solamnia to Caergoth and then across to Eastport. Sea travel is possible along the western coast of Solamnia and through the Ergoth Divide, but an Ergothian Merchant Marine vessel is the only ship likely to make the four-week journey.

From Throt: The fastest route to Khimel from Estwilde and Throt is by air. This is a three day flight if taken safely around the Gale. The heroes might also

journey to Haligoth and travel via the New Sea on a merchant ship past Schallsea, skirting the edge of the Gale. The Ergothian Merchant Marine is a very good choice for getting to Eastport in this fashion.

From Bastion: One of the portals to Bastion is located at the Road of Time, north of Khimel. Using Bastion’s portals allows the heroes to depart from any other location and emerge in the Frozen Wastes, but they will still need survival gear in order to face the freezing cold of the ice sheet.

From Cristyne: Traveling from Cristyne to Khimel requires a day’s journey across the Gentle Bay to Welmet or Linsel. The heroes can then travel across the Last Gaard Mountains to the Wasted Lands and eastwards to Khimel.

From Daltigoth: Getting to Khimel from Daltigoth requires passage across Lake Morgash to Zhea Harbor via icerigger, and then a day’s journey northeast across the Frozen Plains of Southern Ergoth to Khimel.

ON THE TRAIL OF GILTHANAS

In this chapter, Gilthanas' course will take him straight to Khimel and Glacier. The White Wyrn refuses to part with the dragon skull, which she acquired from the scion Dolmen Scalecarver in Eastport after Frost departed Khimel. She is using it as a bargaining chip. Frost speaks through the elflord and commands her to hand it over. This act shifts her more towards the heroes, so if they show up after the dragon skull has

been acquired by Gilthanas they stand a greater chance of gaining Glacier's aid. If the heroes arrive at the same time as Gilthanas, he stages a hasty retreat just as Khimel begins to submerge into the fire lake. His connection to Frost and his ability to *teleport* function even though the *antimagic field* and *dimension anchor* are present, because he has a *runic talisman*.

and terrifying the people who remained in the towns. Even freedom and liberation by the Whitestone army at the end of the War failed to improve matters. Zhea Harbor was essentially a fortress ruled by desperate merchants; Fairkep was an overcrowded and lawless settlement governed by madmen; and Khimel was a ruin overrun by goblins.

Frost's conquest of the region, therefore, came as merely the latest in a history of invasion and disaster. The towns of Eastwatch kept the faith and stood firm against the giant white dragon, but Zhea Harbor, Fairkep, Varvil, Serval, and Dalevil simply gave up. Frost immediately swept them under his icy wing and established the first of his dragonspawn breeding camps in Serval. Although he did not originally have his lair in Khimel, preferring to lair near the Dragon Monument in Foghaven Valley, Gellidus had always intended to construct a fortress in a more central location. He moved his *skull totem* to Khimel

and forced the terrain around the ruined city to burst forth into an icy wall of superhardened ice, forming a domelike shield around the entire site. There, he spent the remainder of the Age of Mortals in seclusion, plotting his next move.

For more than twenty years, the plains of Ergoth have been the Frozen Plains, home to only the hardiest of life, one of the coldest places on Ansalon. Now, however, the gods have returned, and Kryn's natural forces have begun to rebel against their alien despoilers. Beneath the ice and frozen earth, a sea of fire has collected, volcanic forces that have been held back for years by Frost's *skull totem*. But Frost has moved his *skull totem* once again, leaving his scorned mate Glacier behind in his stead.

TRAVEL ON THE FROZEN PLAINS

Important Rules: Overland Movement, Chapter 9:

Adventuring in the *Player's Handbook*; Survival skill, Chapter 4: Skills in the *Player's Handbook*; Cold Plains Terrain, Chapter 3: Adventures in the *Dungeon Master's Guide*.

The Frozen Plains are unfriendly to travelers without protection from the cold. White dragons and dragonspawn, thanoi, and other creatures used to cold environments are the least of their worries. Hazards such as ice fissures and howling frostwinds are common. In addition, the center of the Frozen Plains lies atop a slowly building geothermal event—a molten lake of fire that has until now been kept in check by the presence of Frost's *skull totem*. Steam vents and geysers have begun to appear in the region, clues to the growing threat.

TRAVEL BY LAND

Most travelers crossing the Frozen Plains overland will use iceriggers (see sidebar). Attempting to cross on foot or on horseback is slow going and fraught with dangers. The plains are considered trackless cold desert terrain, with hundreds of miles of ice sheet broken occasionally by hilly areas that equate to frozen tundra. Winds picking up the abundant snowfall hamper movement. Except when using iceriggers, all land speed is cut by half on the ice sheet of the Frozen Plains.



KNOWLEDGE OF THE FROZEN PLAINS

THE cold and empty wastes of the Frozen Plains still manage to harbor many secrets. The following table shows the results of an applicable Knowledge (local) or Knowledge (history) check as it relates to the Frozen Plains. There are no circumstance modifiers to this Knowledge check.

Although Frost has relocated his lair to the Rimeberg, this sort of information cannot be learned through a lucky Knowledge skill check. The heroes should not learn the whole truth behind this until they reach the inner depths of Khimel.

DC	Results
10	The Frozen Plains were known as the Mad Sands before Frost came to Southern Ergoth. They were home to barbaric humans and wild ogres and the site of mysterious Ergothian ruins.
15	In the center of the Frozen Plains is Khimel, an Ergothian town that has become Frost's lair. It is a dome of ice covering a warren of dozens of dragon caves. Many white dragons and white dragonspawn fly to and from the site.
20	Reports of eruptions and steam geysers have been coming from some of the towns surrounding the Frozen Plains. The ice shatters in places and scalding water bursts forth, sometimes up to a hundred feet in height.
25	Frost has a consort, a white dragon known as Glacier. She is one of several favorite female wyrms to enjoy Frost's attention, but recently rumors are spreading that he has spurned her and left her to run his dragonspawn breeding program.
30+	All dragonspawn breeding is carried out in Khimel. Humans from the surrounding towns at the edge of the Frozen Plains are being harvested for this process. It is rumored that a mysterious dwarf in Eastport known as Dolmen Scalecarver has been a long-time confidante of Frost.

TRAVEL BY AIR

Flying offers a means of rapid travel across the Frozen Plains. However, the white dragons and dragonspawn of the region will present quite a hazard to flying characters (see "Random Encounters"). Typical travel time is 8 hours per day with magical flight, as it is just as tiring as other forms of movement and subject to penalties from forced marches. Wind can reduce travel time, although maintaining some altitude will enable the heroes to avoid the worst of it.

FEATURES OF THE FROZEN PLAINS

Important Rules: Weather, Chapter 3: Adventures in the *Dungeon Master's Guide*; Cold Dangers, Chapter 8: Glossary in the *Dungeon Master's Guide*.

As one of the more inhospitable regions the heroes will travel in during the course of their adventures, the Frozen Plains offer a great deal of challenge to the party, especially if they come ill prepared. From the Last Gaard Mountains to the Straits of Algoni, the Frozen Plains are essentially one wide-open expanse of trackless ice and snow, the ideal location for the White Dragon Overlord and his minions.

ICERIGGERS

THE inhabitants of the Frozen Plains, as well as those who live in and around Daltigoth, make extensive use of the icerigger as a means of transport. Developed from the iceboats of the Ice Folk nomads of Icereach, the iceriggers of Southern Ergoth appear to be keelboats with a pair of wooden runners edged in iron or steel brackets and a steering rudder that resembles a giant blade on the end of a wooden pole. These vessels have a crew of 8 and can carry as many as 50 soldiers and 30 tons of cargo. A larger version of the icerigger is used as a merchant vessel and is the equivalent of a longship

with a crew of 15 and able to carry 75 soldiers and 50 tons of cargo.

Smaller iceriggers travel at a rate of 2 miles per hour when laden. Larger iceriggers travel at 6 miles per hour. Each is driven by sail, as oars are almost useless on an ice sheet or snowfield; in a calm period, neither form of icerigger is capable of going anywhere. Price and other details about the two types of icerigger may be derived from the keelboat and longship in the *Player's Handbook*.

WEATHER

The temperature in the Frozen Plains varies very little from season to season. During the daylight hours, the Frozen Plains experience strong winds from the north that lower the recorded temperature to below 0 degrees F (severe cold). At night the situation worsens, and after dark temperatures plunge to -20 degrees F (extreme cold). Close to the edge of the plains, the cold air is also accompanied by light snow in winter and tortuously chill winds in the spring and fall. Some storms seem almost supernatural in origin and are known by townsfolk as frostwinds. Frostwinds carry little to no snow but are just as bitterly cold, reducing ambient temperatures by 10 degrees or more.

FLORA AND FAUNA

Only the most hardy and resistant forms of life remain in the Frozen Plains after the transformation by Gellidus's *skull totem*. In some areas covered in sheets of ice, no life remains at all; in others, it lies under the permafrost, in stasis until the day the White's changes are reversed. Much that still thrives is monstrous in nature, such as the remorhaz or frost worm. Mundane animals are exceedingly rare.

Little to no plant life exists on the open ice plain. There are only a few lichens and hardy scrub plants, such as the harrowweed, from which a restorative tea can be brewed with a successful Heal check (restores 1d8 hp worth of nonlethal damage from cold).

THE TOWNS OF THE FROZEN PLAINS

Oppressed and conquered, the towns that surround the Frozen Plains of Southern Ergoth are the opposite of those across the Last Gaard Mountains in Eastwatch. Although all of them were once Ergothian towns before the Cataclysm, their fate in the Age of Despair echoes that of Daltigoth; each is now subject to the horrors of Gellidus's rule and the dragonspawn-breeding project. Zhea Harbor and Eastport each have their own entries under Adventure Sites, but the rest are briefly described below.

Dalevil (Small Town, 606): The town of Dalevil was once a farming community that supplied grains and livestock to Zhea Harbor and Fairkep, but with the arrival of Gellidus and his climactic changes, this role has all but vanished. Subsequent invasion by thanoi and dragonspawn has turned Dalevil into one of the slave towns that provide candidates for dragonspawn transformation in Khimel. **Slavemaster Kromik** (NE male white dragonspawn fighter 10) works with the other slavemasters in the towns of the Frozen Plains to coordinate the continued supply of new stock. *Main Trade Goods:* Slaves.

Fairkep (Large Town, 2200): One of the largest towns in the area, eclipsed only by Zhea Harbor and Eastport, Fairkep is presently the primary industrial center for the dragonspawn. Tin and other metals from the Last Gaard Mountains are worked and processed in Fairkep, which has a series of enormous furnaces fed by underground geothermal activity. A DC 25 Knowledge (geography) check informs the heroes that furnaces such as these are

proof this region is something like a giant kettle with the lid sealed shut. It cannot hold for much longer. The current director of Fairkep is Vinyow (NE male ogre mage), one of Tdarnk's operatives outside of Daltigoth. *Main Trade Goods:* Sleds, tin goods.

Serval (Small Town, 992): This settlement is located at the end of the coastal highway north of Eastport. Once it provided the southern towns with poultry and linens. Now it is just another of Frost's slave towns. **Slavemaster Feldrim** (NE male white dragonspawn fighter 10) makes frequent trips to Khimel and Eastport, for very little of note happens in his ward. Serval only recently sent its slave tribute, so it is in a state of recovery (and overburdened with unskilled laborers). *Main Trade Goods:* Slaves.

Shinwal (Village, 418): Isolated from the other towns, Shinwal is a bleak, iced-over village clinging to life. Its residents are mostly dragonspawn, who use the site for a staging ground and outpost. The other residents have survived this long because many of them are mystics, educated at the Citadel of Light and now keeping the faith, so to speak, of the people. **Master Regilo uth Roseworth** (NG male civilized human mystic 9 of Community) leads this group, offering healing services to the dragonspawn to avoid joining them. *Main Trade Goods:* None.

Varvil (Small Town, 860): Located alongside Lake Morgash, the small fishing town of Varvil has long supplied inland towns with the bounty of the sea. Now it is a town enslaved by the dragonspawn. Fully half of the town's inhabitants are children, too young to undergo the transformation process. **Slavemaster Thrak** (NE male white dragonspawn fighter 10) oversees the traffic of slaves to Khimel and ensures that the fishing industry continues. *Main Trade Goods:* Fish, scrimshaw, slaves.

Vocalion (Village, 588): Acting as a kind of supplementary settlement to Eastport, the village of Vocalion remains active due to its thriving fishing trade. **Slavemaster Bremer** (NE male white dragonspawn fighter 10) keeps in constant contact with Oncho and the Slavemaster General in Eastport, but the heroes may find it easier to hide in Vocalion than the other towns along the coast because it is often overlooked by the Whitescale Society. *Main Trade Goods:* Fish, salt, slaves.

RANDOM ENCOUNTERS

Important Rules: "Storms," Weather, Chapter 3: Adventures in the *Dungeon Master's Guide*.

The chance of a random encounter in the Frozen Plains is 10%, checked in the morning, afternoon, evening, and at night. If the heroes are flying across the Plains, there is a one in four chance that any encounter they have is with **Coldspike** (CE male young adult white dragon barbarian 10; see "Inhabitants of Khimel," page 212). Encounter distance on land is 6d6x10 ft. or 6d6x50 ft. in the air. During an inclement weather scenario, visibility is reduced to half in light snow or sleet and as little as 5 feet in heavy snow and blizzards.

Specific encounters are described below:

Dragonspawn Arcanists: This is a group of dragonspawn sorcerers (CE male white dragonspawn

HUMA'S LANCE AND THE DRAGONS OF KHMEL

A GREAT deal of the challenge to this chapter is the number of white dragons that lair in and around the icewarrens of Khimel. Fortunately for the heroes, they have the use of the *dragonlance of Huma*, which should make encounters with both dragons and dragonspawn significantly less dangerous. Many of the younger dragons are still ignorant, but the older and more experienced dragons and dragonspawn NPCs in this chapter will be able to identify the legendary *dragonlance* if the heroes bear it openly. You should ensure that the players get a chance to use the weapon against the bulk of the region's dragonkind if they choose to—but play the major dragon and dragonspawn characters intelligently and resourcefully.

Any sign that the *lance* is present will cause dragons such as Coldspike or Glacier to back off and use their longer-range options. Eliminating the hero who carries the *dragonlance* will be the highest priority of these cunning opponents.

Because the *dragonlance* is such a powerful item, the heroes may be capable of taking on much more challenging dragon opponents than usual. XP should be awarded accordingly; full XP should be given for the first dragon in any fight that the *dragonlance* is used against, but each additional dragon in a battle that includes the *lance* should only be worth 50% of the standard XP award.

d%	Encounter	Average EL
01-15	Frost worm colony (2d4)	16
16-35	Frostwind!	+1
36-55	Dragonspawn raiders	15
56-70	Remorhaz clutch (1d6+3)	15
71-85	Dragonspawn arcanists	16
86-00	White dragon flight (1d6+3)	17

sorcerer 11) whose task is to travel to the various towns and assist in the process of securing future breeding stock, potential abominations, and investigate magical issues for Glacier and Frost. When encountered, they will be Unfriendly; they quickly become Hostile if the heroes present an immediate threat.

☞ **White dragonspawn arcanists (4):** hp 51, see page 357

Dragonspawn Raiders: This is a hunting party consisting of six white dragonspawn (CE male white dragonspawn fighter 8), three of which have white tylor mounts. The raiders are in the middle of a weeklong hunt across the Frozen Plains for escaped humans, elves, and other prisoners who have slipped out of captivity and fled into the wastes. Their initial attitude is Hostile. The dragonspawn are not based out of Khimel, but rather one of the smaller towns around the Plains, such as Vervil. They do know how to get to Khimel, however.

☞ **White dragonspawn raiders (6):** hp 65, see page 347

☞ **White tylor mounts (3):** hp 93, see page 347

Frost Worm Colony: Southern Ergoth's frost worms are native to Icereach, although when Gellidus transplanted thanoi and other creatures to Southern Ergoth, he also inadvertently brought frost worm eggs along with them. Unlike the more useful remorhaz, the frost worm offers nothing to the ogres and dragonspawn; therefore it is hunted by them. When this encounter is generated, the heroes have stumbled across a breeding colony of the worms, easily provoked into hostility.

☞ **Frost worms (2-8):** hp 147, see *Monster Manual*

Frostwind! The heroes are caught in a frostwind, which is equivalent to a blizzard (see "Weather" in Chapter 3 of the *Dungeon Master's Guide*) without the snowfall. The frostwind lasts for 3d6 minutes, during which time there is a 30% chance of another encounter. The weather conditions increase the EL of any encounter by +1.

Remorhaz Clutch: Like the frost worm, the remorhaz is a native to Icereach. Bred by ogres in Zhea Harbor and other towns for their heat production, many have escaped into the wild expanse and grown to impressive size. This clutch consists of Gargantuan 16 HD remorhaz, one of which remains above the surface of the ice. The rest are buried and spring up to attack when prey draw in close.

☞ **Advanced remorhaz (4-9):** hp 200, see page 355

White Dragon Flight: This is a band of Glacier's smaller white dragons (CE male juvenile white dragon barbarian 5) who routinely conducts scouting missions across Southern Ergoth. They are likely heading to or coming back from the Eastwatch region. Not always particularly bright, these dragons can become distracted by potential prey and swoop in to fight over it. The flight, if encountered, is 1d4x100 yards away and Unfriendly. Half of the white dragons hang back, sizing up the heroes, while the others close in to use their icy breath. If one or more are killed, the rest will flee back to Khimel, unwilling to further risk their lives so far from home.

☞ **White dragon scouts (4-9):** hp 157, see page 346

ADVENTURE SITE: THE BLADE

The Blade is a tall, thin tower of rusted and corroded iron surrounded by a cluster of wooden homes and a dilapidated inn, the *Hilt and Pommel*. Located at a fork in the road from Zhea Harbor to Fairkep and Dalevil, the Blade acts as a watchtower for the Crystal Bridge that separates Lake Morgash from Hoarfrost Bay. Considered an Ergothian relic, the six-hundred-foot iron construct is visible from leagues away, its surface pitted and thick with ice. The original purpose of the tower has been lost to time, although a DC 30 Knowledge (history) check will inform the heroes that it was built in the time of Emperor

Any traveling party along the coastal road between Zhea Harbor and Fairkep will find the Blade. It isn't so much a question of getting to it as of avoiding the garrison and the dragon who lives there. Once the heroes are within a mile of the Blade, unless they have some means of hiding their presence or disguising themselves, they will be spotted in due course.

In addition to the military personnel, the Blade has a number of quirky residents, ranging from the half-ogre innkeeper **One-Armed Wogan** (N male half-ogre expert 4/warrior 4) to the local bard, **Tremendous Ulf** (N male minotaur bard 6/mariner 2). You should feel free to add any number of other odd characters to this location, which in essence serves as a rest stop with a paranoid atmosphere.

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☞ Ogre slavers (30): hp 90, see page 343



The white dragon Bluster (CE male old white dragon), with a contingent of white dragonspawn raiders (CE male white dragonspawn fighter 8) and a garrison of ogre slavers (CE male ogre barbarian 6), ensures an early response to unwanted guests coming in from the Bay or along the road to Zhea Harbor. Bluster likes to send a patrol out to meet travelers first; this is normally a group of 8 ogre mercenaries. Their job is to ask the travelers where they are going and take note of anything suspicious (Solamnic Knights, White Robe wizards, clerics of good, elves, and so on). If the heroes bluff or negotiate with the

The heroes may stay at the inn in the small village and interact with the strange residents and their omnipresent draconic overseer, although once the novelty has worn off, you might want to add a little extra interest to the situation by having one of the locals drop the hint that they would really prefer to have Bluster “taken out.” Given that the heroes have a *dragonlance*, substantial skill, and resources, this may appeal to them. Alternately, they may feel they are being set up. The latter could be true, though at this stage nobody in the little outpost is happy with having an ever-vigilant white dragon bully watching over them constantly. One interesting possibility is that the tower itself—tall and metal and very sharp—may be seen as a potential element in a grand plan to slay the dragon (or even Frost himself). There isn’t much chance of this actually working, but the locals may encourage the heroes to try it.

If the true intentions of the heroes are discovered, they will need to exercise some muscle to get out of town alive. Bluster, if he learns of their presence, will do all he can to stop them through minions and intermediaries. He doesn't want to actually deal with the heroes himself, so if engaged in a confrontation, he will humor the heroes for one or two rounds

The once-proud Ergothian trade city of Zhea was transformed into a harborside refuge with the advent of the Cataclysm. Separated from the mainland and cut off from the north, Zhea and its surrounding settlements were beset by ogres, plague, and famine. Although the

ZHEA HARBOR

🏰 **Zhea Harbor (Large Town):** Monstrous; AL NE; 3,000 stl limit; Assets 702,000 stl; Population 4,676; Integrated (37% human, 20% thanoi, 18% ogre, 10% dragonspawn, 7% half-ogre, 5% minotaur, 3% troll).

Authority Figures: Barramus (NE male thanoi barbarian 9/fighter 4) is chieftain of the thanoi, unrivalled in his people's history for his cunning. He considers himself the equal of Tdarnk or Oncho.

Important Characters: Rogho (CE male ogre expert 9), remorhaz breeder; Oliver Buckland (NE male civilized human rogue 7), scurrilous merchant.

Factions: Brass Tigers—Exploring mercenary contracts with locals; Ergothian Merchant Marine—Handles incoming trade shipments; Whitescale Society—Controls the city government; Knights of Neraka—Maintains small garrison.

Faction Leaders—Captain Semeno Garin (CG male civilized human ranger 3/fighter 3/rogue 6), Brass Tiger unit commander; Captain Melas Timarchos (LN male civilized human mariner 8/fighter 2), Ergothian Merchant Marine agent; Oncho (CE male white dragonspawn half-ogre fighter 18), Captain of Frost's white dragonspawn; Sir Pavuk Illuminus (LE male civilized human fighter 3/sorcerer 6/Knight of the Thorn 2), Thorn Knight commander.

Thanoi Regiment—These are the primary armed defenders of the city under the command of Barramus. All are armed with mwk shortspears, although elite

members are equipped with +1 *shortspears* and +2 *rings of protection*: barbarian 7 (elite, 30), barbarian 4 (60), barbarian 2 (90), warrior 1 (135). Members of the regiment have access to one of sixty polar bears for use in pulling sleds (four thanoi to a sled) or as mounts (two thanoi to a single bear).

Dark Knight Garrison—Sir Pavuk Illuminus is the commanding officer of a wing of five talons of Thorn and Lily Knights, all of whom are part of Lord Knight Theo Drawde's Whitescale Society faction of the Knights of Neraka, and all of whom are human. Each Thorn Knight is unarmored but equipped with a mwk scimitar, while the Lily Knights are equipped with mwk breastplate, mwk heavy steel shield, and mwk longsword: fighter 1/sorcerer 4/Knight of the Thorn 1 (5), fighter 2/sorcerer 2 (5), fighter 1/sorcerer 1 (10); fighter 5/Knight of the Lily 1 (5), fighter 4 (5), fighter 2 (5), fighter 1 (10).

Dragonspawn Raiders—This is an elite cadre of white dragonspawn who serve Oncho and work in concert with the thanoi in policing the city. Each is equipped with +1 *falchions*, +1 *breastplates*, and *minor rings of fire resistance*: fighter 8 (45).

Dragonwardens—Much like the draconic protectors of Daltigoth, these four white dragons act as wardens of Zhea Harbor under the orders of Gellidus: CE male juvenile white dragon barbarian 5, CR 11, with *ring of fire resistance* (4).

endurance of its people has been tested and proven over the past three hundred years and through two major wars, nobody could have anticipated the arrival of Gellidus. Now, the walled town is a major holding of the White Dragon Overlord, overrun by thanoi, with its inhabitants either transformed into dragonspawn or willing partners in the horrors of Khimel.

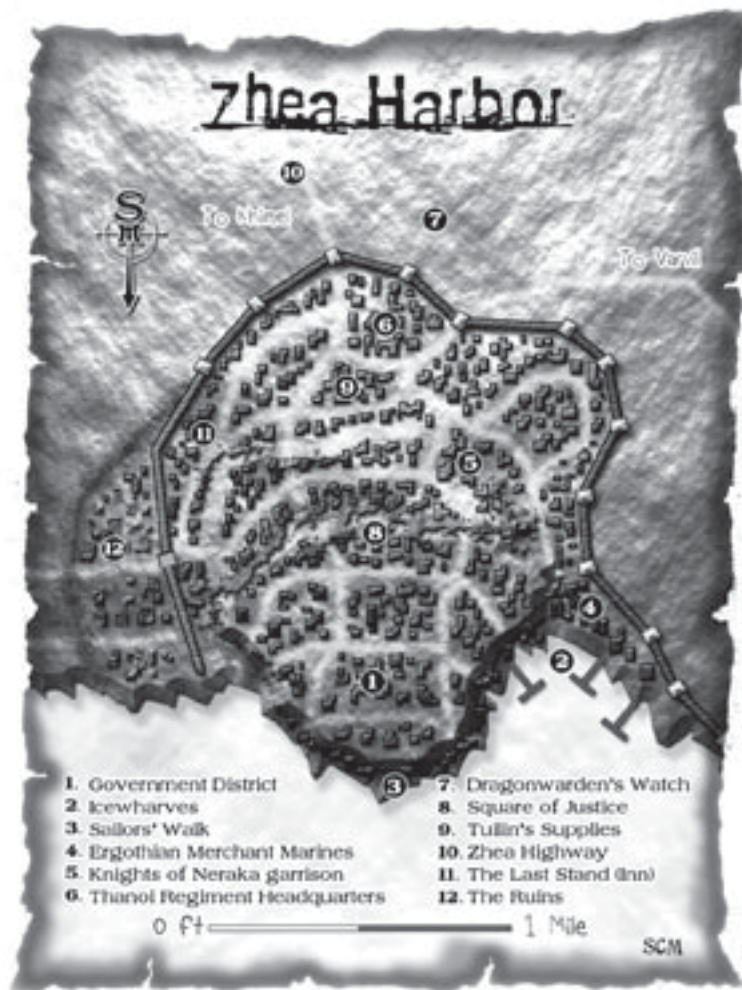
GETTING TO ZHEA HARBOR

Zhea Harbor, situated on the frozen shores of Lake Morgash, can be reached either by crossing the lake or approaching by land. Trade shipments arrive via icerigger into Zhea Harbor's icewharves, which are similar to those of Daltigoth. Gates leading out onto the Frozen Plains are usually kept closed, guarded by members of the Thanoi Regiment and at least two of the dragonwardens. Because so many of the thanoi of the town are forced to live outside the walls, a large number of shelters have been erected to a distance of almost a half mile around Zhea Harbor. Therefore, approaching the town overland involves passing by these wood and leather huts and scores of polar bear pens. Flying into the town from any direction will alert the dragonwardens of Zhea Harbor, whose response will also trigger the mobilization of Oncho's dragonspawn raiders.

PEOPLE TO MEET IN ZHEA HARBOR

Although the town is governed by the Whitescale Society, there are in truth two leaders present in Zhea Harbor. Oncho, captain of Frost's white dragonspawn army, does not spend all of his time in Zhea Harbor, and thus day-to-day governing is usually taken care of by Chieftain Barramus. The thanoi chieftain is unusually clever and knows how to keep a tribe in line, so he handles affairs in a tribal fashion; criminals, thieves, wizards, Knights of Solamnia, and other nuisances are put to the axe in a very public and gruesome display of tribal justice in the center of town.

The rest of the town is largely human, and most of these are foul-minded mercenaries, ill-tempered laborers, or profit-seeking merchants, with a starting attitude of Indifferent at best. Despite the ruthless treatment of dissidents and troublemakers in Zhea Harbor, there is a thriving underground and black market. Indeed, there is little sign of any legitimate market, with most transactions taking place outside of standard Ergothian Merchant Marine policies. The Ergothians in the city are led by Captain Melas Timarchos, who is desperately trying to maintain standards. He is quite a fish out of water, so to speak, and has survived four attempts on his life by rogue trappers or hunters keen to eliminate the threat of a controlled market.



While the heroes are in town, they may run into Oncho or his dragonspawn elite, who are in the midst of a dispute with the Brass Tiger Company representative, Captain Garin. This confrontation, if you choose to initiate it, is covered under the scene “Crouching Dragon, Hidden Tiger.” The only other major threat to the heroes in Zhea Harbor is the local Dark Knight commander, Sir Pavuk Illuminus. He reports directly to Lord Knight Theo Drawde, but Drawde hasn’t contacted him in several weeks (see Chapter Three: The Liberation of Bastion for more information on Drawde’s activities). In the Lord Knight’s absence, Sir Pavuk has continued to observe and monitor Zhea Harbor, paying special attention to any sign of wizards, sorcerers, magic items, or the like.

THINGS TO DO IN ZHEA HARBOR

The heroes will have an opportunity to stock up on cold-resistant travel gear, supplies, and perhaps even henchmen in Zhea Harbor. Their greatest challenge will be not attracting attention. If they stage a coup in the town, for instance, the response from Khimel will be an overwhelming one. Zhea Harbor is not a slave town, like many of the smaller towns, so its role in the bigger picture is resource management and as a port of entry. The heroes should grow to understand that upsetting this particular community with a full-scale attack or with intrigues against the thanoi will succeed only in angering the

dragons of Khimel and earning them a place on Oncho’s list of people to hunt down and deal with permanently.

The heroes might come to Zhea Harbor seeking more information about Khimel or Frost’s lair. Almost any resident of the town can let them know the general direction to go to get to the icewarrens, but they will emphasize that doing so is madness and certainly not something to attempt without a great deal of protection. At this point, nobody in Zhea Harbor, apart from Oncho, knows that Frost has relocated his lair to the Rimeberg in the Gale; as far as they are all aware, the White is still using Khimel as his base of operations.

LEAVING ZHEA HARBOR

Unless they have attracted the attention of the Whitescale Society or Sir Pavuk’s Dark Knights, the heroes will be relatively unmolested if they try to leave town. From Zhea Harbor, it is fifty miles northeast to Khimel, the first 10 of which are on a paved (if icy) highway. Daltigoth is fifty miles across Lake Morgash as the crow flies, or seventy if the iceriggers are used to avoid the unfrozen center of the lake. Shinwal and Varvil are the next closest towns, each of which is twenty-five miles away. Shinwal is a remote outpost with no highway leading to it, while Varvil is located along the Morgash Road to the southeast and a much easier trip.

For more information on these towns, see the

“Towns of the Frozen Plains” section on page 201.

SCENE: CROUCHING DRAGON, HIDDEN TIGER [EL 18]

Captain Semeno Garin (CG male civilized human ranger 3/fighter 3/rogue 6) is a man who likes to live dangerously. Promoted to Captain by Gwynneth Cordaric three months ago, he offered to investigate Southern Ergoth directly for its potential as a new market. Gwynneth sent him along with twelve Brass Tigers and a mission—assess the military strength of the dragonspawn in Southern Ergoth and report back. Captain Garin has been in Zhea Harbor for six weeks now, and his investigation has drawn the attention of the Whitescale Society. When the heroes arrive in Zhea Harbor, Oncho (CE male white dragonspawn half-ogre fighter 18), the captain of the Whitescale Society’s white dragonspawn forces, has tracked down the Brass Tigers and begins a pogrom on mercenaries in the town.

Read or paraphrase the following:

The chilly air that blows in from the icewharves of Zhea Harbor brings a razor edge to the mood in town. For at least the past half hour, white dragonspawn soldiers have descended upon businesses and residences, knocking on doors, making inquiries.



Although you are in relative safety for the time being, it appears a systematic search is underway. For a moment you wonder if the spawn are searching for you, but then you see a band of sellswords and rogues dashing across a street and under the arch of a stone bridge. Winging down from the sky are a number of ivory-scaled gargoyle-like figures dressed in glossy black armor and bearing cruel swords—dragonspawn. Their leader is an impressive specimen, possibly even originally an ogre or half-ogre, with a single curved horn and white segmented armor.

“Captain Semeno Garin of the Brass Tiger Company!” their leader calls out. “You are under arrest for sedition, agitation, and mercenary activity!”

“We’re not the only mercenaries in town, Oncho!” shouts the Brass Tiger captain, a brash yeoman with a longbow.

“Right now you’re the only ones that matter,” Oncho replies, and his squad surges forward on white wings.

The Setup: Oncho’s squad has tracked the Brass Tigers to a somewhat generic section of town, one near the heroes. The battle area consists of a slick paved street, an arched walkway underneath a bridge or battlements, and a stack of barrels filled with fish oil against one wall. The icy streets can be made even slicker if the barrels are smashed or broken; the heroes may think of other uses for the environment.

Creatures: Oncho has four dragonspawn raiders (CE male white dragonspawn fighter 8) and two dragonspawn arcanists (CE male white dragonspawn sorcerer 11) with him. Captain Garin has twelve of his Brass Tiger soldiers (CG male and female warrior 6). The Brass Tigers are clearly outclassed and will be in trouble if the heroes don’t intervene.

☞ White dragonspawn raiders (4): hp 65, see page 347

☞ White dragonspawn arcanists (2): hp 51, see page 357

☞ Oncho, Dragonspawn Captain: hp 157, see page 352

☞ Brass Tiger soldiers (12): hp 27, see page 356

☞ Captain Semeno Garin: hp 67, see page 349

Tactics: This should be a messy battle, with vicious strikes from the dragonspawn countered by desperate attacks from the Brass Tigers. Although Garin is quite skilled, his men are not equal to this fight. Oncho directs the arcanists to lay down area attacks against the mercenaries and any heroes who join the battle. His raiders leap in and eliminate any stragglers or survivors. Oncho moves to attack Garin and has no qualms about killing the Brass Tiger captain. If the heroes prove too much for Oncho and his squad, Oncho withdraws. The dragonspawn captain will retreat if reduced to half or more of his original hit points; he won’t risk his life just to bring in a mercenary.

Development: This is more or less a knock-down drag-out fight, but if the heroes drive off the dragonspawn, Oncho will remember them. He will next be seen in Khimel, aiding Glacier. If the heroes kill Oncho here, this sends ripples through the dragonspawn chain of command. Oncho’s second-in-command, **Parminder** (CE female white dragonspawn half-elf barbarian 10/bard 6) assumes control and will stand in for Oncho at Khimel.

Factions: If the heroes aid Garin in driving off Oncho and his dragonspawn, their rating in the Brass Tiger faction increases by +2 and their Whitescale Society rating drops by -2. If they do not intervene, there is no adjustment; Captain Garin presumably had no idea the heroes were in a position to help. Aiding the Whitescale Society (rather than the Brass Tigers) results in a +2 WS and -2 BT rating.

Experience Awards: This scene should earn the heroes the standard award for defeating powerful opponents, but there is also an opportunity for story awards if the heroes make the most of the battle.

ADVENTURE SITE: TOWN OF EASTPORT

Eastport is a town that thrives on over three centuries of bitter history. Of all the towns in Frost’s domain, Eastport remains the single relatively free settlement, owing to its status as the primary outpost and harbor for the human agents of the Whitescale Society. Characterized by wet, dirty streets and a small harbor fit only for a mob of fishing boats, Eastport is bereft of comfort or any sense of welcoming. Here, the worst examples of humanity live alongside a curious silver-haired dwarf who is one of the last of his kind and a key player in the events of the past year.

GETTING TO EASTPORT

The heroes may arrive in Eastport by sea, crossing over from Solamnia, or they might have headed east from the Frozen Plains. The road to Eastport from Vocalion, Fairkep, and ultimately Zhea Harbor is fairly heavily traveled by mercenaries and slavers, so joining these unsavory types shouldn’t be difficult, if only to enter the gates without being harassed.

PEOPLE TO MEET IN EASTPORT

Several years ago, the majority of the town’s male population was bound and dragged off into the wastes to Khimel, where they were forced to become dragonspawn. The women and children were left to deal with an influx of pirates, raiders, mercenaries, and sellswords who had decided to throw their lot in with the White. They are more or less under the greedy control of the Governor of Eastport, Frost’s pawn **Stolos Evgevod** (CE male civilized human bard 4/fighter 6). Governor Stolos is a former member of the Bardic College in Gwynned, but his taste for murder ballads (based on his own murderous life) lead to his dismissal. The Governor does whatever Frost, Glacier, Coldspike, or Oncho wants, and in return, he is allowed to turn a substantial profit on the harborside activities.

EASTPORT

☛ Eastport (Large Town); Monstrous; AL CE; 3,000 stl limit; Assets 460,500 stl; Population 3,077; Mixed (79% human, 9% dragonspawn, 5% ogre, 3% thanoi, 2% half-ogre, 1% minotaur, 1% goblin).

Authority Figures: Stolos Eygevod (CE male civilized human bard 4/fighter 6), Governor of Eastport.

Important Characters: Dolmen Scalecarver (N male scion sorceror 6/ambient tempest 4/loremaster 10/archmage 5), immortal runesmith; Axel uth Southward (N male civilized human expert 6), owner of the *Last Chance Inn*, a favorite watering hole in the oppressed city of Eastport; Layne Salvo (N female civilized human fighter 6/rogue 6), Stolos' right-hand woman and captain of the Eastport Militia.

Guests of the *Last Chance Inn*, once a favorite of the Dragonarmies, have always been able to enter and leave without too much notice. Axel uth Southward (N male civilized human expert 6), youngest son of the Southwards of Hargoth, runs the Inn. He is an alcoholic, and the heroes may find him out on the muddy street beside the Inn, having become so drunk that he practically threw himself out; they could earn themselves a free meal or room if they appear sympathetic.

Factions: Ergothian Merchant Marine—Uses harbor and docks for supply trips and monitors smuggling; Whitescale Society—Responsible for keeping Stolos in power despite his lack of popularity.

Eastport Militia—this is Eastport's equivalent of the city watch, composed of volunteers and some enlisted soldiers and thugs whose sole job is to protect the personal property of merchants and officials. They are led by Layne Salvo, who recruits the dregs of society for her militia. Almost all of them are human, equipped with mwk short swords, mwk chain shirts, mwk bucklers, and mwk light crossbows: warrior 10 (2), warrior 5 (4), warrior 3 (8), warrior 2 (22), warrior 1 (104).

Eastport's most significant resident is Dolmen Scalecarver (N male scion sorceror 6/ambient tempest 4/loremaster 10/archmage 5), one of the last of the Chosen of Reorx. Dolmen was among the thirteen scions who arrived on the shores of Ansalon thousands of years ago and assisted in educating mortals in the use of wild magic. Like his brother scions, Dolmen has an incredible talent for magic. Unlike them, he felt no desire to share it with mortals, and he has passed the centuries working behind the scenes of Ansalon's many wars and conflicts, subtly adding and removing items and trinkets of magical power as it suits his interests. Gellidus discovered Dolmen many years ago in the Last Gaard Mountains, and the scion has since assisted the White considerably. It is Dolmen, for instance, who gifted Frost with the runic etchings in his scales and reactivated the Orphic Spikes in Khimel. For more on Dolmen Scalecarver, see the scene "Rogue Scion."

THINGS TO DO IN EASTPORT

Aside from the events that transpire in the "Rogue Scion" scene, Eastport offers much for rogues and scoundrels in the party. Heroes who enjoy seedy and dangerous locations should find many things to do here. Though the town has no Thieves' Guild, one could easily be created either by you or by the players. Alternately, the heroes could unseat the avaricious former bard, Stolos, and use Eastport as a staging area for their eventual gathering of factions.

Eastport also serves as a place to pick up supplies for a journey inland to Khimel. It is not as dangerous as Daltigoth, nor does it have as many resources. Eastport's primary trade goods are maritime supplies and contracts with mercenaries and henchmen. Although a night at the *Last Chance Inn* has its drawbacks (such as the rats, cockroaches, and the terrible fish dishes served up in Eastport), it may also be the last warm bed the heroes enjoy for weeks.



LEAVING EASTPORT

Traveling away from the East Bay and into the Frozen Plains is easily accomplished. The heroes will attract some notice if they make many supply purchases and then strike out during the day; slipping out of town will likely draw less attention from the dragonspawn and Whitescale Society agents in the area. If this seems too easy, consider having a small group of dragonspawn raiders on tylors, a group of Whitescale Society assassins, or some of Glacier's Iceblood minotaurs tail the heroes from Eastport and ambush them later.

SCENE: ROGUE SCION [EL 17]

This encounter brings the heroes' attention to the scion Dolmen Scalecarver and provides some opportunity for them to learn more about Frost's abilities. The scene occurs whenever you decide to initiate it, after the heroes have been in Eastport for a few hours, preferably once they've had a chance to assess their surroundings.

Read or paraphrase the following:

Eastport is cold, wet, and heavy with the smell of hundreds of unwashed soldiers and mercenaries. The skies are overcast, a dirty gray weight upon the port and its slick and icy waterfront. Far to the southeast, the Gale spins in the Straits of Algoni, and East Bay suffers for it; the mood here is grim and anxious.

It seems odd, therefore, for a mage's shop to survive in such a perilous and bleak environment, but underneath the swinging sign that reads "Scalecarver's Spells and Services," the door is wide open. Indeed, the sound of raised voices that can be heard within is clear evidence of business...or perhaps trouble.

The Setup: Dolmen Scalecarver makes a living selling his magical services here in Eastport. He has been working closely with the Whitescale Society for months, even years, but lately the relationship has cooled. In an effort to bring him onto her side, Glacier has sent some of her agents to talk to the scion. Unfortunately, they have been less than

WHAT DOES SCALECARVER KNOW?

THE immortal scion and runesmith Dolmen Scalecarver is a neutral agent, but one who has been responsible for much of what has allowed Frost to ascend to his present position. He speaks cryptically, and he will not ally himself with the heroes or anybody else. His actions in the past have been questionable, but he is perhaps the most rigid instrument of the Balance. Use the following as a guideline for handling this discussion.

Who are you?

"I am hight Dolmen Scalecarver, who once was Chosen of Reorx the Forge, and who sailed with his brothers from the other side of the world, across the seas, to Ansalon Undersundered, when magic was new, the runes were young, and the Road of Time was shorter."

Are you a dwarf?

"Might forth you call me dwarf, an it please you, as kin to the smithfolk am I, oldest of uncles to the Thanes under the mountain."

What is the Road of Time?

"Head northwest. 'Tis a path to the Beyond, sure as the huldrefolk say it. A wizard's trail."

What did the minotaurs/dragonspawn want with you?

"They are her children, the White Wyrms to the West, spurned queen of Frost, a serpent of great age. She sent them to purloin my services. Dolmen Scalecarver is beholden to no dragon! They speak through their horns and fists."

What services do you provide?

"A runesmith's art practice I, and well-spoken of it. Kings, Speakers, Chieftains, and Wizards have sought

my craft. My name of Scalecarver was earned in the Third Dragon War, when Thunderstrike the Great Blue came to my sanctuary, demanding power. I gave him power, runes on his scales and belly. His hide turned blades and lances, gave him strength, scattered magic, but Thunderstrike's weakness was hubris. Even I cannot protect a dragon from his pride."

Have you done this to Frost?

"Gellidus has my runes on his scales, yes. The last of the Five he is. Why work for the White? Why not? True craft knows neither good nor evil. Woke up his city, too."

What do your runes do? How can we stop him?

"All craft is but a channel for work. A great chisel is but a channel for a carving, and the carving is but a channel for the art. The runes on Gellidus' scales are but a channel for his work; alike to the totem of bones he keeps. To stop him, you must understand what it is he channels, and what this will mean for you all. You have more work to do."

What do you mean by waking up his city?

"Old magic, there, the Orphic Spikes of Khimel. Wake them, did I, deep in the ice. Convinced them to do their work and shield their city, such as it is."

How can you help us?

"I can give you magic, though your own is great enough. I can give you knowledge of which this has all been. And I can give you what blessing Reorx had given me, which is to say, give of yourself and value what you give, for there is no craft in giving another that which you would not keep."

diplomatic. The heroes arrive just in time for a fight, but Dolmen has been expecting them.

Creatures: Threatening Dolmen is a group of four of Glacier's elite Iceblood minotaurs who have undergone the dragonspawn transformation and become abominations (CE male white dragonspawn abomination minotaur fighter 12). The Iceblood are brutes and, while they are aware of Dolmen's talent with magic, they have no conception of just how much power the scion possesses. Dolmen, for his part, is more interested in seeing how the heroes handle this situation.

☞ **Iceblood minotaurs (4):** hp 113, see page 357

☞ **Dolmen Scalecarver:** hp 189, see page 350

Tactics: If the heroes don't immediately join in the fight, the four Iceblood minotaurs attack Dolmen with their morningstars, intent on delivering at least one or two telling blows on the "dwarf." Dolmen goes on full defense, doing nothing to actually retaliate. He ducks and weaves around the inside of his store, and misplaced attacks instead strike bottles, urns, flasks, or philters on the many shelves around the shop, spilling foul-smelling and brightly-colored contents all over the place.

If the heroes do jump in, the minotaurs change their tactics. Two will immediately charge into the fray against the closest armored and armed character. The other two seek out any character who fits the stereotype of a spellcaster and direct their icy breath at him. The minotaurs follow up with Spring Attack, flanking targets if possible and making good use of Power Attack to deal additional damage. As soon as at least two of the four Iceblood minotaurs have been killed or incapacitated, the others will withdraw, hoping to return to Khimel with word of the heroes' ability.

Development: If the heroes win, there's a 50% chance each day following the attack that Glacier will learn of it. The White Wyrms have been monitoring Eastport, as it represents one of the major eastern entries to the Frozen Plains, and her Iceblood minotaurs are a small part of that. If any of the Iceblood escape, not only will Glacier hear of the heroes, she will be aware of any of the abilities the heroes demonstrated in the battle.

If it looks like the heroes are going to lose, Dolmen steps in. He casts one or more high-level spells and finishes the Iceblood. Dolmen will shake his head and berate the heroes for their lack of preparation and readiness. "You will never win if you keep this up," he will say, chidingly.

Whether they win or lose, the heroes will get a chance to talk to the "dwarf" and ask him what he knows. See the sidebar "What does Dolmen Scalecarver know?" for more information. Dolmen will not accompany the heroes. Not only is he too strong a character to play second fiddle to the heroes as an NPC, he will be needed later on in the adventure (Chapter Seven: The Fury of the Gale).

Factions: The Whitescale Society is the only faction present. If the heroes defeat the Iceblood minotaurs, word will travel fast; their faction rating will drop by -2. On the other hand, their faction rating with the Solamnic Knights, Knights of Neraka, Legion of Steel, Brass Tigers, and even the Ergothian Merchant Marine will rise by +1.

Treasure: The Iceblood minotaurs carry only what they use in roughing up their "clients." Dolmen, on the other hand, is running a small magic shop, so he will randomly assign potions to the surviving heroes from the following short list: *resist energy (cold)* 30, *barkskin* +5, *greater magic fang* +3, *remove disease*, *remove curse*, *magic circle against evil*. He makes apologies for his poor inventory, but says he provides magic for the Whitescale Society and thus is always tapped out. If the heroes are also heading to Khimel and inform Dolmen of this, he gives each of them a *runic talisman* (see Appendix One: Monsters and Magic) that will allow them to enter the city without being affected by the *antimagic field* or *dimensional anchor* effect generated by the Orphic Spikes. Dolmen informs them that they should "keep this on them," without telling them the details.

Experience Awards: Award normal XP to the heroes for this encounter. If Dolmen helps, only award 3/4 the standard amount.

KHIMEL

The Dragon Overlords chose their lairs with great thought, but Gellidus did not decide on his until late in the game. Originally, he laired in Foghaven Vale near the Tomb of Huma. After a confrontation with the Heroes of the Heart, he moved to the ruined Ergothian city of Khimel in the center of the Frozen Plains. Even this was not to be his last and greatest fortress. That honor goes to the Rimeberg, to which Frost relocated following the return of the gods and his bargain with Chemosh. Khimel remains important, however, because it is the center of dragonspawn creation on Ansalon. Eliminating or halting this process will serve as an advantage to the heroes when they act against Frost's plans in Chapter Seven. The heroes may also not yet realize that Frost has abandoned Khimel, so this section serves to provide them with more knowledge to use against him.

GETTING TO KHIMEL

Khimel is a ruin covered in a dome of ice. It has eight entrances from the Frozen Plains, each of which opens to an ice tunnel that leads into the Icewarrens. From the air, flying characters may enter at Khimel Keep, the castle standing on the island at the center of the city. The tunnel entrances are guarded by dragonspawn raider parties, while the aerial entrance is protected by the dragons of Khimel Keep. In order to even get this far, however, the heroes will need to bypass the city's defenses.

Ten miles out from Khimel, Glacier's network of defenses begins in earnest. The White Wyrms post a flight of six white dragon scouts equipped with *rings of fire resistance* to circle the region. Glacier raises a frostwind in the region each day (see "Random Encounters," page 201) that incorporates as many as three tornadoes at a time, using her *control weather* ability. This weather lasts for 2d6+12 hours each day; if the heroes can wait out the storm, they can proceed towards Khimel without having to deal with it.

Within a mile of Khimel, Glacier's dragonspawn are on constant alert for arrivals. Eight groups of white



dragonspawn raiders mounted on tylors are able to depart the frozen city from their posts and meet approaching parties at the tunnel entrances to the Icewarrens. Beneath the surface, dozens of frost worms burrow through the permafrost, preventing any subterranean access to Khimel. Finally, the Bonewyrm Brethren have bound eight ghost dragons to Khimel. These dragons roam the Gray near the city, ready to repulse any incorporeal or ethereal visitors and join in the support of the defenders if necessary (see KH2: The Chapel).

Khimel is surrounded by an *antimagic field* and a *dimensional anchor* effect, both at CL 20, projected by the Orphic Spikes. This field does not cover the tunnel entrances to the city, but begins to take effect where the tunnels enter the Icewarrens proper. See “Features of Khimel” and “The Icewarrens” for more information.

☞ White dragonspawn raiders (48): hp 65, see page 347

☞ White tylor mounts (24): hp 93, see page 347

☞ Frost worms (24): hp 147, see *Monster Manual*

☞ White dragon scouts (6): hp 157, see page 346

☞ Ghost white dragons (8): hp 153, see page 356

HISTORY OF KHI MEL

Prior to the Cataclysm, Khimel was an Ergothian city with a troubled history, located in the northern half of the Plains Hundred. Khimel’s populace enjoyed the protection of the Riders of the Plains Hundred and later the Ergothian Cavaliers. Their position in the Empire was upheld by virtue of their military might. When this began to wane, especially in the later centuries of the Age of Might, the city leadership sought alternative avenues to status and wealth. The Prefect of the city, a wizard of the Order of Red Robes, invited his brother mages to assist him in constructing a series of eldritch pylons, the Orphic Spikes. These pylons focused arcane power and channeled it into Khimel, strengthening various enchantments. Unfortunately, their enhancing properties were never properly maintained and, as the Lost Battles brought about the end of the Tower in Daltigoth, the wizards of Khimel directed all of their magical talent into the Orphic Spikes to erect a defensive shield. They failed, transporting every one of the city inhabitants into the Gray. By the time the fiery mountain had struck Istar, Khimel was literally a shadow of its former self.

Frost first recognized the advantages of Khimel when he began looking for a more central base of operations other than the Last Gaard Mountains. He sensed the presence of the Orphic Spikes and knew, if he could unlock their power, he would have a secure lair safe from the potential threat of the other Overlords. After Malystyryx’s attempt at ascending to godhood, Frost realized unless he took measures to protect himself from mortal and dragon alike, his own future would be plagued by failures. With the help of the scion Dolmen Scalecarver, Frost succeeded where the Ergothian mages had not; the Orphic Spikes generated an ethereal shield around Khimel, keeping out unwanted extraplanar visitors, dampening the magic of intruders, and bolstering his *skull totem*’s power.

Frost left Khimel and the dragonspawn breeding program to one of his consorts, Glacier, once he had finalized his eventual plans. He created the Rimeberg and used the Orphic Spikes to transport his *skull totem* directly into its heart. Since his departure, however, Khimel has lost some of its own protection. The Lake of Fire, held back by the *skull totem*, is about to erupt beneath the city. Even the Orphic Spikes will not prevent this disaster. Khimel has served its purpose for Frost, who has discarded it just as he has discarded his consort.

FEATURES OF KHI MEL

Important Rules: Balance skill, Chapter 4: Skills, in the *Player’s Handbook*; Dungeon Terrain, Chapter 3: Adventures in the *Dungeon Master’s Guide*

Khimel is a set of ancient ruins two miles wide encased in a domed block of ice. The original city was built around a lake with an island in the center upon which stood Khimel Keep. The Keep is completely free of ice, forming a central open entrance to the city from which the lairs and tunnels radiate outward.

Apart from the keep, there are eight tunnels leading down into the city. The city proper is a ring of granite buildings, flagstone-lined streets, and scattered plazas and boulevards enclosing the lake area. Frost’s transformation of Southern Ergoth sealed all of this up in ice, which was then tunneled out to create lairs for the White and the lesser dragons. In some places, the excavation has cleared whole streets of the ruined city; in others, the buildings are barely visible behind the frozen walls.

Khimel has a few common features of note. Details of these features are described below.

COLD

Important Rules: Cold Dangers, Chapter 8: Glossary in the *Dungeon Master’s Guide*.

Khimel is very cold; most internal areas have an ambient temperature of between 5 and –5 degrees F. This is considered severe and requires DC 15 Fortitude saves every 10 minutes to avoid taking 1d6 nonlethal damage. If the heroes are dressed suitably for very cold weather, they can delay saving throws to once every hour; spells such as *endure elements* or *resist energy* can also offset this problem. The duration of any normal open flame is halved, but magical or alchemical fire functions normally.

After the eruption of the Lake of Fire, sufficient ambient heat is dispersed throughout the warrens and lairs that the cold is lessened. Unprotected characters will need to make Fortitude saves every hour, while properly dressed or protected heroes do not need to worry about it. Obviously, in areas where steam or lava have filled the tunnels, there is no risk of cold damage at all. In these cases, the heroes will need to deal with heat hazards.

ICE TUNNELS

The warren of tunnels that run throughout Khimel varies in size from 10 ft. wide passages to massive halls over a hundred feet across. Most tunnel cross-sections are fully circular, effectively creating a network of pipes. Khimel’s

BREAKING THE ICE

A GREAT deal of Khimel consists of solid ice from which the various tunnels and lairs are carved. The ice seals away the ruins of the city and presents an obstacle to the heroes. Ice has a hardness of 10 and 180 hp per 5-foot section, which means chopping away at the ice will eventually get the heroes to where they want to go. Assume that each hero making an attack on a section of ice can get a full attack on the ice each round. As long as a hero deals a total of 180 hp to the wall, he can clear a 5-foot by 5-foot section of ice in one round. As a nonmagical unattended object, the ice

automatically fails any saving throw against a magical effect. Using spells such as *fireball* will quickly melt away the ice, ignoring hardness and doing 150% of standard damage to the walls and creating clouds of steamy fog for as long as 10 minutes (see “Steam Vents,” on page 212). Even so, the ice is so thick that this may do little more than create a hindrance to vision. Cold energy has no effect on the ice. Acid deals one-quarter damage to the ice, while electricity and sonic energy deal full damage to the ice (with sonic energy ignoring hardness much like fire).

residents are quite capable of navigating these tunnels normally, but the unnaturally smooth and slippery ice is a hazard to anybody else. Moving at a run down an ice tunnel requires a DC 15 Balance check to avoid losing one’s footing. Turning or changing direction after moving at more than base speed similarly requires a DC 20 Balance check.

Spells that affect an area must be shaped or modified by the caster to adjust for the circular nature of the tunnels. Some spells, such as *web*, are ineffective in the ice tunnels because of the nature of the environment (too slippery/cold to establish an anchor), while spells with the fire descriptor have a chance of melting the walls and making the tunnels even more slippery or filling them with steam (see “Steam Vents,” page 212).

THE LAKE OF FIRE

Important Rules: Heat Dangers (Lava Effects), Chapter 8: Glossary in the *Dungeon Master’s Guide*.

Southern Ergoth is naturally a geothermal region, although under normal circumstances, this activity is limited to hot springs in the Last Gaard Mountains (such as those in Foghaven Vale) and a fairly arid climate in the eastern plains. With Frost’s transformation of the landscape into an icy wilderness, geothermal activity was halted, capped by the power of his *skull totem*. Recently, following Frost’s relocation of the *totem* to his iceberg fortress, nature has begun to reassert itself, and Southern Ergoth’s subterranean heat has begun to escape to the surface.

Steam vents and patches of melting ice or snow around the Frozen Plains have been going on for weeks, but the largest concentration of activity is beneath Khimel, former site of the *skull totem*. Here, a vast lake of molten rock threatens to expand upward—a geothermal event that will create widespread damage within Khimel. Heroes with the ability to sense, divine, or otherwise learn about the geology and elemental forces in the earth will realize that Khimel is in a fairly dangerous predicament against which it likely has no defense.

Throughout this part of the chapter, keyed areas and other locations will have “After the Lake Erupts” sections so you will be able to manage the disastrous events in Khimel. Use the post-eruption map for these sections,

taking careful note of which areas are affected by the event. The scene “The Eruption,” detailed on page 228, kicks off the series of events that end in Khimel’s destruction.

ORPHIC SPIKES

There are five of these obelisks within Khimel, spaced somewhat evenly in the Ergothian ruins surrounding the former lake. The Spikes are items of tremendous magical power, harnessing the ambient magic of the world and focusing it. Each Spike weighs 3 tons and has a hardness of 10, 100 hp, and Break DC of 45. The main effect of the Spikes is a constant *antimagic field* (CL 20) and *dimensional anchor* (CL 20) surrounding the outside of Khimel. Individuals equipped with one of Dolmen Scalecarver’s *runic talismans* (see Appendix One: Monsters and Magic and “Rogue Scion” on page 208) may bypass the *antimagic field* and *dimensional anchor*. This same field is also projected into the draconian prison in the Icewarrens (see KH14). In order for the *antimagic field* and *dimensional anchor* to be brought down, three of the five Spikes will need to be destroyed.

Any arcane spellcaster (including sorcerers, bards, wizards, assassins, but not mystics, clerics, druids, or other divine spellcasters) within 60 feet of an obelisk adds a +1 bonus to their effective caster level for the purposes of variable effects, overcoming spell resistance, and making caster level checks. Any arcane spellcaster in physical contact with an Orphic Spike may use it as an *empower*, *extend*, or *enlarge metamagic rod* for spells that he casts. There is no limit to the number of times a Spike may be used in this fashion, but only one metamagic effect may be used per spell; sorcerers (including bards and assassins) must still use a full-round action to cast such a spell.

Until the eruption of the Lake of Fire, all the Orphic Spikes are sealed off by ice. After the eruption, the heroes should be able to reach them (see “Scenes with the Orphic Spikes” on page 225). Any of the dragonspawn arcanists in Khimel can tell the heroes about the Spikes, especially if they ask about the *anti-magic field*. You can also share the information above with them if they talk about Khimel’s protection or magical traits with Glacier, Kuandan, or Raskellion.

STEAM VENTS

Even before the eruption of the Lake of Fire, steam vents have opened within Khimel and have been releasing scalding heat into the tunnels in various locations. Spells that deal at least 20 points of damage to the ice of the city's walls, floors, and ceilings create a temporary steam event. The immediate area of steam deals 1d6 points of fire damage to any character exposed to it. Adjacent areas, up to 10 feet away, deal 1d6 points of nonlethal damage. Protection from fire damage will offset both, while *endure elements* will enable characters adjacent to the steam event to ignore the nonlethal damage.

INHABITANTS OF KHI MEL

The following entries briefly describe the five major NPCs in Khimel, including their motives and roles in and around the ice city. Each has one or more locations within Khimel where they might be found as the adventure plays out, and each will be motivated towards escaping Khimel once the Lake of Fire beneath the city breaks through to the surface.

COLD SPIKE

Location: KH12.

Glacier's son by a previous mate, Coldspike (CE male young adult white dragon barbarian 10) is a violent and brutal thug of a dragon. He commands a wing of white dragon scouts, leading them into battle at Glacier's command. He does not play political games, preferring to avoid choosing between his mother and Gellidus. Instead, he takes out his frustration and anger at the situation on lesser beings. In times past, Coldspike has been confused for Frost, despite the dramatic difference in their size; consumed with animalistic fury, Coldspike's rages have resulted in exaggerated reports. Frost uses this to his advantage, frequently sending the younger dragon off to wreak havoc while he himself continues to plot and scheme in his lair.

Coldspike almost always flies into a rage when he joins combat. He rarely uses his magic, except outside of combat. He prefers to flood an area with *obscuring mists* before charging into the fray, ripping and tearing with his powerful claws and bite.

GLACIER

Location: KH9, KH22.

The cunning yet bitter white dragon Glacisse (CE female great wyrm white dragon), or Glacier, was one of Frost's longer serving companions. She had a strong influence over Frost's affairs and whispered her ambition into his ear when she could. After Frost captured Silvara and made Gilthanas his vassal, Glacier found her influence over the White Overlord waning. Within the past few months, with Frost relocating his *skull totem* and power base to his iceberg fortress in the Gale, Glacier has found herself relegated to managing his dragonspawn breeding program and cut out of his plans. This has made her intensely angry. She plots the White's eventual downfall out of spite, although she fears him and his servants. She also knows that Khimel's days are numbered, for she alone has

deduced that a Lake of Fire grows beneath the city and that Frost's removal of the *skull totem* is responsible.

Glacier is the oldest living female white dragon, older even than the Cold Sisters in Icereach, whom she has conspired against. Slender and swift, Glacier favors mobility in combat. Many of her spells are movement-focused, and she hates to remain still for too long. Her personality is acerbic and sarcastic, although she can be very gracious and persuasive when she needs to be; she even has a sense of humor. For the purposes of this adventure, Glacier's primary motivation is revenge against Frost. She may be one of the heroes' greatest allies in ending the reign of the White.

KUANDAN

Location: KH15.

An ice mephit prince, Kuandan's (NE male ice mephit noble 9/sorcerer 4) presence in the Mortal Realm is Frost's doing. The White called for Kuandan several years ago, intending to use the impish noble's talents as a means of spying on and investigating his other servants. Kuandan's loyalty is debatable, but he appreciates Frost's power and ambition. He lives in Khimel, keeping watch over Glacier and Coldspike for Frost. Oncho considers Kuandan to be a nuisance, for the little mephit takes every opportunity to harangue and annoy the dragonspawn of the city, but each respects the level of trust Frost has in the other.

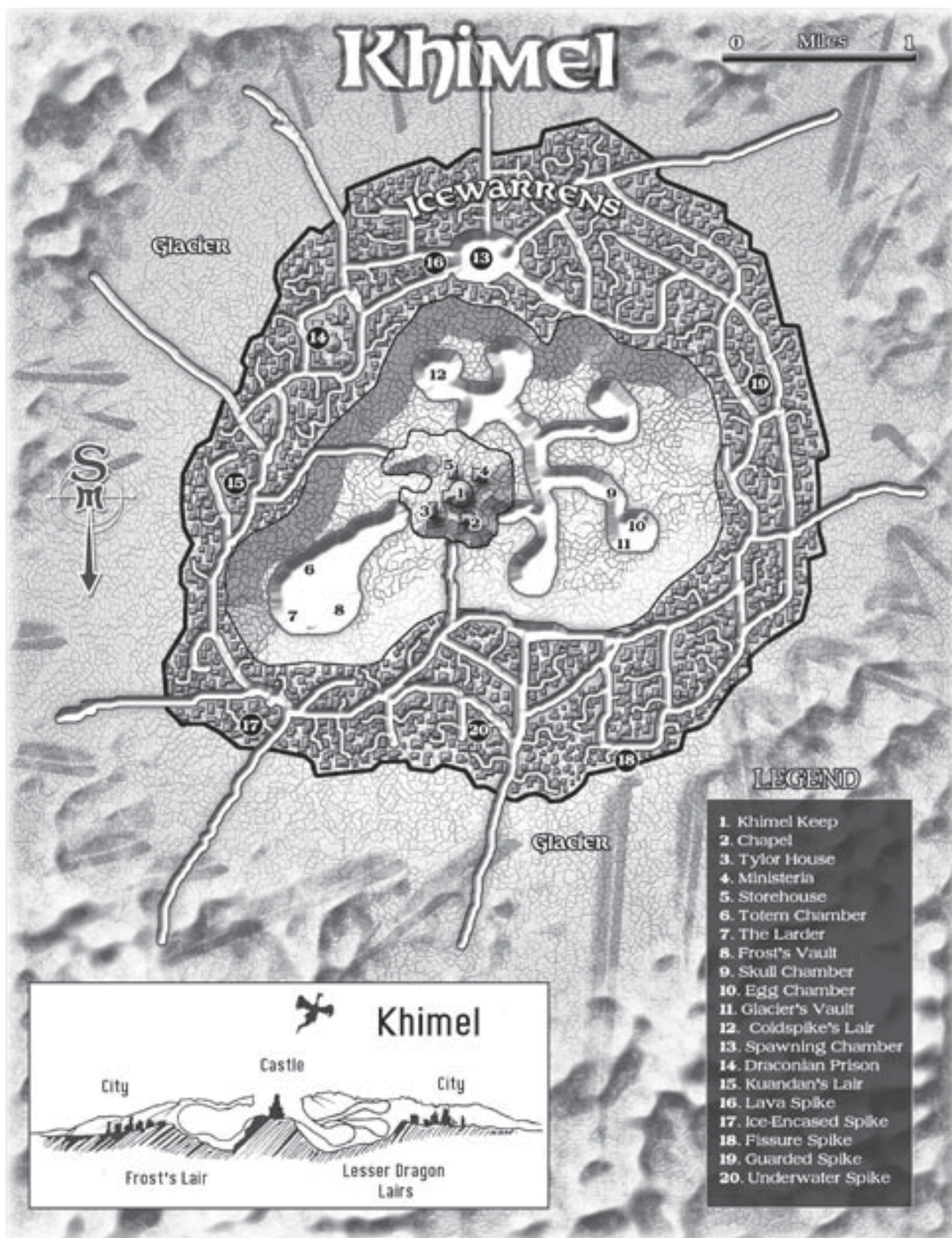
Kuandan's primary role in this chapter is to spy on and follow around the heroes. It is quite likely that they will realize this is happening and, if so, the mephit will admit to being interested in them. If threatened, he knows how to defend himself, but he will do his best to escape danger. He has a *wand of wall of ice*, which he uses to create barriers and annoy his opponents. If he survives this chapter, he will be one of the NPCs brought by Frost to his iceberg fortress in Chapter Seven: The Fury of the Gale.

ONCHO

Location: KH1.

The captain of the dragonspawn, Oncho (CE male white dragonspawn half-ogre fighter 18) is the offspring of an ogre slaver and a human slave. He was raised in Tdarnk's court and selected by the Dictator to serve Frost directly. Frost, pleased with Oncho's talents, nevertheless doubted his loyalty. Oncho endured the dragonspawn process, losing most, if not all, of his former desires and ambitions to the wyrm Frost placed in his soul. Now he is one of Frost's most unswervingly reliable agents, tasked to not only lead the dragonspawn but also keep watch over Glacier in his master's absence.

Oncho's second-in-command, Parminder (CE female white dragonspawn half-elf barbarian 10/bard 6), is Glacier's creature. Her elven ancestry is evident in her features, affording her the look of a winged ivory statue, but the razor-sharp teeth, curving horn, and shimmering white scales betray her true nature. Parminder has a beautiful singing voice and frequently casts her bardic spells with long refrains in Draconic that chill the heart. Although she obeys her orders from Oncho, if she is forced



to choose between following her captain and responding to Glacier's wishes, she will cleave to the dragon's side.

RASKELLION

Location: KH9, KH14.

An agent of the red dragonlord Cinder, Raskellion (NE male bozak rogue 3/sorcerer 2/arcane trickster 5) has

ingratiated himself with Glacier in an effort to forge alliances. Glacier has entertained the scheming bozak, who offers her a chance to exact revenge upon Frost. If Cinder has not yet been killed, Raskellion will be a cunning adversary. If the heroes have already defeated the red, the bozak will have just learned of this when the heroes arrive; he may side with the heroes out of self-interest.

GETTING AROUND KHI MEL

Important Rules: Local Movement, Chapter 9: Adventuring in the *Player's Handbook*; Climb skill, Chapter 4: Skills in the *Player's Handbook*.

Because the action of this section of the adventure is largely determined by where the heroes choose to go inside Khimel, being aware of how to move around within the ice tunnels and dragon lairs will be of considerable help. The city is three miles across, and it can take some time to get from one end to the other, especially since the only means of crossing much of it is traversing the primary ice tunnels. These massive corridors act like roads, large enough for dragons such as Glacier to fly through them (treat as a trail in frozen tundra or x3/4 speed). They encircle the central Khimel Lake area (which holds the dragon lairs), and two of them rise up to meet the column of rock upon which Khimel Keep stands. Allowing for the slick tunnels and circular layout, it will take the heroes about two hours to get from one side of the city to the other.

Getting from the Icewarrens to Khimel Keep is a sharp climb, almost impossible to negotiate quickly without the icewalking talents of a white dragon or

the wings of a dragonspawn. It is a DC 5 Climb check to ascend or descend at one-quarter normal speed and DC 10 to ascend or descend at half normal speed. Using pitons and rope, or a handy ice axe, can make things easier. If a character slips on the ice and loses his footing, catching himself from a long cold slide down the slope is a DC 20 Climb check. The slopes are one-third of a mile long, so at this reduced movement rate, it could take the heroes as long as an hour to climb up or down them.

The dragon lairs are all reached from Khimel Keep by three distinct entrances. One leads directly to Frost's lair; the other two form either end of a huge curving tunnel from which the other lairs, including Glacier's, branch off. These entrances are large enough for Frost himself to fly in comfortably, and each has a broad expanse of smooth ice that connects the rock of Khimel Keep to the lair entrances. These "courtyards" offer dragons plenty of space upon which to land or to take off. Getting from Khimel Keep's grounds to a given dragon's lair will take only five or ten minutes.

Raskellion is a bronze-scaled draconian dressed in a red and black uniform with a flame motif and a five-headed hydra insignia (the symbol of the Malfesan Horde). As a sorcerer, he eschews armor in favor of his magical protections. He speaks in a sibilant, ingratiating tone, one that can quickly turn into a biting reproach. Because Raskellion is Cinder's foremost spymaster, he is always alert and watchful of others, paying close attention to potential threats and learning as much as he can about those who may stray into his lord's plans.

KHI MEL KEEP

This castle originally served as the home of the Warden of the Plains Hundred. The Horde of the Plains, and later the Ergothian Cavaliers under the Warden's command, lived in the central tower's lower level, while the Warden and his family kept rooms in the upper level. After the disastrous event that sent the city's population into the Gray, the Keep fell into disrepair; after the Cataclysm's quakes shook Ergoth and separated it from the mainland, it suffered considerable damage. The Keep was home to ogres, trolls, a band of goblins, and a succession of other creatures throughout the Age of Despair. Since Frost's claim over Southern Ergoth, it has been home to Oncho, the captain of Frost's white dragonspawn legions.

FEATURES OF KHI MEL KEEP

Khimel Keep is a collection of five buildings, including the central tower, a standalone chapel, a structure that houses the white tylors, a storehouse, and an administrative structure known as the Ministeria. All buildings are made from white marble. Blackened iron accents doorways, windows, and other fixtures; the iron is magically-treated,

making it impervious to cold and thus safe from the harsh temperatures of the city.

KEY TO KHI MEL KEEP

What follows are short descriptions of the buildings that make up Khimel Keep. In addition to the details provided, the following is true of most areas of Khimel Keep:

- Walls are all magically treated reinforced masonry (hardness 16, 360 hp/10-ft. by 10-ft. section, 1 ft. thick, Break DC 65, Climb DC 15). Ceilings are 20 ft. high. Floors are smooth stone. All doors are iron (hardness 10, 60 hp, Break DC 28, Open Lock DC 35).
- Ambient temperature in all areas is severe cold unless otherwise noted. DC 15 Fortitude save every minute (or every 10 minutes if in appropriate clothing) or take 1d6 nonlethal damage.
- All areas are lit with permanent *light* spells cast upon otherwise empty torch brackets.

KHI. CENTRAL TOWER [EL 15 OR 20]

This is a three-story granite structure with a single iron door on the ground floor and windows on the upper levels. The top of the central tower has a flat landing area, once used for griffons, pegasi, and giant eagles, but now used almost exclusively by dragons. Access to and from the roof is by internal stairs and trapdoor, usually kept unlocked. A large brass bell mounted in a stone arch stands on the roof—this is the Summoner's Bell, the clear ringing tone of which can be heard for as far as a mile away (see Development, below).

The ground floor features a dozen small two-bedroom quarters and a hall. Stairs behind the hall lead up to the second floor, which has a master suite, guard post, and

library. The uppermost level is the tower room with narrow observation windows, private study, and stairs leading up to the roof.

Creatures: Oncho (CE male white dragonspawn half-ogre fighter 18) will be here when he is not outside of Khimel. Eighteen dragonspawn raiders (CE male white dragonspawn fighter 8) also live in the tower, occupying rooms on the ground floor.

☞ **White dragonspawn raiders (18):** hp 65, see page 347

☞ **Oncho, Dragonspawn Captain:** hp 157, see page 352

Development: If the heroes have never met Oncho, this may be the place for them to do so. The heroes may have been captured and brought to the Keep, or perhaps they arrived looking for trouble. Oncho doesn't have much time for keeping prisoners, but he realizes the heroes have information he may be able to use. With so many dragonspawn on hand, he is supremely confident. He chooses his battles, however, so unless the heroes display a complete lack of respect for him or have already killed one or more major NPCs known to Oncho (such as Tdarnk), he will spare them until Glacier has a chance to talk to them.

If the central tower is attacked or infiltrated and the inhabitants find out, one of the dragonspawn will try to get to the roof and ring the Summoner's Bell. Within minutes, as many as eight white dragons, a dozen dragonspawn raiders, and either Coldspike or Glacier herself will arrive to see what the problem is.

KH2. CHAPEL [EL 17]

This was once a house of worship and reverence to the Ergothian gods, including Corij (Kiri-Jolith) and the Blue Phoenix (Habbakuk). It wasn't dedicated to a god for centuries, until Frost covered Khimel in ice. Now, the Chapel is used by priests of Chemosh, the god with whom Frost has struck a bargain. The interior is cold, dark, and smells faintly of death. Glacier can't stand the Lord of Bones' followers, but she allows them to use the Keep in Gellidus's absence. The chapel is under the effects of an *unhallow* spell (CL 15) tied to a *protection from energy (fire)* spell.

Creatures: The only priest of Chemosh in Khimel at present is Salio (CE male white dragonspawn cleric 10 of Chemosh/necrotheurge 4), one of a group of nine who serve Frost and deliver Chemosh's will to him. Unlike other dragonspawn, these priests, known as the Bonewyrm Brethren, no longer have an intimate connection to Frost as their creator; they serve their divine master to the exclusion of all others. For the moment, Frost has not let this trouble him. Salio also has with him in the chapel a trio of the ghost dragons (CE male adult ghost white dragon) that help to defend Khimel.

☞ **Salio, Bonewyrm Brother:** hp 63, see page 355

☞ **Ghost white dragons (3):** hp 153, see page 356

Development: If the heroes decide to make an assault on the Chapel or start a fight on the grounds of the Keep, Salio and his undead dragons will make an attempt at

repulsing them. If the heroes simply arrive at the Chapel and explore it, Salio will keep his dragons in reserve while he interacts with the new arrivals. Salio's dedication to Chemosh is unshakeable, but his attitude towards Frost could be altered by a clever party of heroes. If convinced that the heroes are here to find a means to stop Frost without hindering his god's plans (i.e. the eventual ascendancy of Chemosh to the top of the evil pantheon), Salio might keep the ghost dragons from interfering with the heroes' exploration of Khimel.

Treasure: Salio and the dragons keep a number of magical items aligned with the city's old patron gods and a sizeable amount of coin locked away in the Chapel's basement. The basement is locked (Open Lock DC 36, Break DC 30) and the *unhallow* effect also extends into the area, although a 10-foot-wide circle around the ivory cabinet holding the items is free of Chemosh's influence.

Inside the cabinet are four *medallions of faith* (two each of Kiri-Jolith and Habbakuk) which bear additional qualities: when worn by a character of an appropriate alignment (one step from LG or one step from NG, respectively), the *medallion* increases the character's divine caster level by one for the purposes of variable spell effects, duration, etc., as well as providing either a +4 enhancement bonus to Strength (for Kiri-Jolith) or Constitution (for Habbakuk). Also stowed in the cabinet are a +2 *holy longbow*, a +2 *holy longsword*, and a *wand of holy smite* (CL 8th, 30 charges). The monetary treasure, filling eight locked chests of vallenwood (Open Lock DC 32, Break DC 25), is 19,600 pp and 32,000 gp (which is not worth nearly as much in the current era as it was in old Ergoth).

KH3. TYLOR HOUSE [EL 16 OR 17]

This building once held the great stables for the Riders of the Plains Hundred. Now, it houses the white tylors used by the forces of Khimel. The interior of this structure is divided into dozens of stalls, forty-eight in total, each of which is essentially a large room with red and brown tile floors and gold fixtures. All of the stalls open onto a long central hallway. At the far end of the hallway, opposite the enormous main doors, is a dormitory where the tylor riders sleep and eat. The tylor house is kept as cold as the rest of Khimel Keep, and the floor is slick with ice. Icicles and frost coat the ceiling, which is 20 feet above the floor.

Creatures: There are forty-eight tylor housed here, but not all of the raiding parties are present in Khimel; only a smaller subset of the tylor community will be in the tylor house when the heroes encounter them. During the daylight hours, twelve tylor will be sleeping or idling in the stables with their keepers, each of which is a dragonspawn raider (CE male white dragonspawn barbarian 8). Six more tylor, along with six riders, will return from a patrol in the evening hours.

☞ **White dragonspawn raiders (12 or 18):** hp 65, see page 347

☞ **White tylor mounts (12 or 18):** hp 93, see page 347

Development: The residents of the tylor house are intelligent creatures, not simple mounts. As a community,



they understand the value of teamwork; however, because they are chaotic, their social structure is largely dependent on the strongest or most aggressive of the tylors leading the rest. The “alpha male” in the house can change from time to time and, while the dragonspawn can usually keep control of the group, there is a good chance that the current alpha tylor will simply call for a retreat if the dragonspawn are noticeably being beaten by the heroes. The heroes may be able to negotiate with the tylors, but the most they will be able to convince them of is neutrality. Any powerful white dragon, such as Coldspike or Glacier, will reverse such a change in attitude almost immediately, but if the heroes are clever, they can eliminate at least one aspect of Khimel’s defenses in this fashion.

KH4. MINISTERIA [EL 17 OR 19]

In the time of the Ergothian Empire, the relationship between the wizards of the Orders of the Robes and the Imperial government was at times somewhat cordial, although the Lost Battles brought an end to that. The Warden of the Plains Hundred played host to a wizard-in-residence who lived in the Ministeria. Frost turned the ruin over to his dragonspawn arcanists, who have transformed it into a haven for their sorcery. The Ministeria is a large, square-shaped building with elegant lines and graceful architecture. The Ministeria’s doors are *arcane locked* (CL 12) and the windows are *fire trapped* (CL 12); the entire building is affected by a *private sanctum* spell, refreshed each day.

Creatures: The Ministeria is home to twelve dragonspawn arcanists (CE male white dragonspawn sorcerer 11), although not all of them are in residence at any one time. If the heroes are here during the daylight hours, six arcanists are present; after nightfall, this number increases to nine. If the Summoner’s Bell is sounded from KH1, half of the arcanists present will depart to respond to the call. In addition to the dragonspawn, a small community of ice mephits lives in the Ministeria, serving as cohorts and assistants to the arcanists. The mephits are kin to Kuandan, the ice mephit prince who spends most of his time in the Icwarrrens.

☞ White dragonspawn arcanists (6 or 12): hp 51, see page 357

☞ Ice mephits (8): hp 13, see *Monster Manual*

Development: If the Keep is attacked or the Ministeria breached by the heroes, the arcanists will quickly mobilize. The ice mephits will seek shelter below the Keep in the Icwarrrens or elsewhere. If the heroes show up here seeking to offer a truce, broker a deal, or something of the sort, the arcanists are unlikely to buy it. They are avaricious and wicked spellcasters, and the chance to capture or kill Frost’s enemies (or those who seek to become his enemies) excites them. If the heroes question the arcanists about the city’s defenses (such as the *antimagic field*) and manage to intimidate them sufficiently to get them to talk, they will reveal that the five Orphic Spikes, ancient obelisks scattered about the outer city, are responsible.

Treasure: The Ministeria has a scroll room in which many spell scrolls are housed alongside other, more

mundane prizes. A student of history (5 or more ranks in Knowledge [history] would suffice) can tell that all of the material in the room is from the days of ancient Ergoth. The arcanists took most of their own supply of spell scrolls from here. If the scrolls are searched (Search DC 20), the following arcane spell scrolls will be found:

1st scroll (CL 12): *invisibility sphere*, *major image*, *phantasmal killer*, *seeming*, *shadow walk*

2nd scroll (CL 14): *acid fog*, *black tentacles*, *cloudkill*, *solid fog*

3rd scroll (CL 16): *cone of cold*, *polar ray*, *sleet storm*

4th scroll (CL 18): *clenched fist*, *crushing hand*, *grasping hand*, *interposing hand*

KH5. STOREHOUSE [EL 15]

Calling this building a storehouse is something of an understatement. In truth, this large two-level structure is a combination of craftsman’s residence, smithy, granary, and warehouse. Hundreds of wooden crates filled with basic materials and trade goods occupy the lower floor, stacked in piles and on pallets. This floor is below the surface of the promontory that Khimel Keep stands on; the entrance consists of a sloping ramp that leads to a pair of large iron doors. The upper level is accessed through another door without a slope and includes a forge, several rooms containing artisan’s tools and workbenches, and a central area with a trap door and winch that allows easy access to the lower level.

Creatures: Khimel Keep’s storehouse is guarded by four dragonspawn raiders (CE male white dragonspawn barbarian 8) at all times, as well as being managed by a group of ice mephits, kindred to those assisting the arcanists at the Ministeria and ultimately answering to Kuandan, the ice mephit prince (see KH15).

☞ White dragonspawn raiders (4): hp 65, see page 347

☞ Ice mephits (8): hp 13, see *Monster Manual*

Development: Trying to break into the storehouse is not as risky as breaking into any other part of Khimel Keep, but the guards (and the ice mephits) will be more than willing to raise the alarm. This will draw the attention of the central keep and probably result in the Summoner’s Bell being rung. Although the contents of the storehouse are mundane with no magic items kept inside, the residents of Khimel Keep have every reason not to want it broken into or its contents removed.

AFTER THE LAKE ERUPTS

Khimel Keep is one of the few places left standing and relatively unharmed when the Lake of Fire erupts through Khimel’s lower levels. The dragonspawn residents of the Keep take to the air to observe (and escape) the disaster, and refugees from the dragons’ lairs or the once-frozen and now-thawed city of Ergothian Khimel are scrambling to get to the Keep and its central island location. The Keep will become an island in a burning lake of molten rock, which will rapidly eliminate any cold temperature hazards.

If the heroes can succeed in reaching the Keep once the Lake of Fire bursts through the earth and ice, they will face considerable resistance. Depending on how they handle

the first few exchanges, the dragonspawn (led by Oncho or Parminder) will either attack or outright ignore the heroes; there will be, after all, widespread panic and chaos. Because the *antimagic field* and *dimensional anchor* will remain in place until the heroes can destroy at least three of the Orphic Spikes, even getting to this location may not be the best way out of Khimel. See “The Eruption” for more details.

FROST’S LAIR

When Gellidus first relocated his lair to Khimel from the Last Gaard Mountains, he ensured that what was left uncovered of the ruins of Khimel was sealed away in ice; he then hollowed out enough of a cavern so he could enjoy a fairly undisturbed rest if he needed it. Frost’s lair is enormous but uncomplicated. It serves as the model for the other dragon lairs in the city and is still the largest.

The White is no longer in residence; he has taken all of his possessions (especially his hoard and his *skull totem*) with him to the Rimeberg. Of course, the heroes may not realize this until they arrive in Khimel. Despite the lack of its original resident, Frost’s lair may be of some interest to the heroes, primarily because of the residual trace of magic and the things the Overlord left behind.

FEATURES OF FROST’S LAIR

Frost’s lair occupies what was once the southwestern corner of Khimel Lake, later frozen solid and capped by a huge dome of rock-hard ice. The lair has been carved out of the ice, and over time, numerous pillars and cavernous structures have formed within the excavated area, giving it the look of a vast underground cavern divided into smaller forests of stalactites and stalagmites. All of the “rock,” however, is ice. Passages run through the area large enough for a dragon of Frost’s size to pass, connecting three major “rooms.” As well as the standard features of Khimel, Frost’s lair possesses the following qualities:

- 20 degrees F colder than the rest of Khimel; take 1d6 lethal damage per minute if unprotected, no save.
- No lighting other than shadowy illumination.
- All floors, walls, etc. are rough and equivalent to unworked/natural stone.

There is only one entrance into the lair and, while it is quite large, it is also guarded by a pair of white dragon scouts (CE male juvenile white dragon barbarian 5). Those who approach this enormous, oval entranceway must also fly or climb past the keen eyesight of the dragonspawn on Khimel Keep. The scouts are equipped with *rings of fire resistance* (resist fire 10) and have been given strict orders to kill anything that tries to enter this lair that isn’t a dragon, mephit, or dragonspawn.

KEY TO FROST’S LAIR

The following keyed locations provide the most important details about each encounter area. You should feel free to embellish them as you like—this lair is very large and likely full of other, smaller chambers. These will extend out from the main entrance tunnel, however, and will not lead straight to KH6 or KH8.

KH6. TOTEM CHAMBER [EL 17]

This cathedral-sized area was once the location of Frost’s enormous *skull totem*, the source of his draconic power and the means by which he encased Southern Ergoth in ice and created his dragonspawn. Using *arcane sight*, *detect magic*, or similar divination spells will uncover overwhelming conjuration, necromancy, and transformation auras in the center of the room where the *skull totem* once stood.

Creatures: The *skull totem* may have been removed, but one of its protectors has not. A skullwyrms, one of the lesser-known creations of the Dragon Overlords and only ever used to any great degree by Frost and Malys, haunts this chamber. Intruders will draw the skullwyrms’ attention, especially if they bring the *dragonlance of Huma* into the area. Frost’s link to the skullwyrms will activate once the creature senses the heroes, so anything that transpires in here will be observed from afar by the White.

☞ **Skullwyrms:** hp 130, see page 272

Tactics: Skullwyrms make use of their ability to manipulate their elemental type in combat. Surrounded by ice, the skullwyrms have an ample supply with which to work. As an undead creature, the skullwyrms are unaffected by many of the usual effects employed against dragons, so it takes advantage of this and closes the distance to the heroes once it has employed its special abilities for a round or two. The skullwyrms will not flee or retreat, as it is making sure Frost gets an idea of how the heroes respond to it in combat before they finish it off for good.

Development: Depending on what the heroes do in here, they might be able to learn something more about the location of the *skull totem*. Divination spells, especially higher-level ones, will reveal that the totem was taken by Frost, carried out of Khimel under cover of darkness and mists, and that it is now in a dark and similarly cold place hundreds of miles away. Because the Rimeberg is blocked to *teleport* or similar magic, this knowledge won’t help the heroes at this stage, but once the heroes have access to all of the dragon skulls and Gilthanas, the bond that exists between the *skull totem*, Gilthanas, and the elder dragon skulls will enable them to bypass this protection with *greater teleport* or Bastion’s portal-opening functions. See Chapter Seven: The Fury of the Gale for more information.

KH7. LARDER [EL 18]

This area was once Frost’s food storage, a hundred-foot-long cold storage three stories high. Hundreds and hundreds of frozen carcasses of deer, cattle, bears, even humans and elves fill the back half of the room. The frigid temperatures keep the room relatively free of the smell of decay or rot, and in fact, what’s left of the corpses is perfectly preserved. All of the grisly food in this chamber was left behind by the White when he relocated, the choicer samples and fresher kills having been transferred to the Rimeberg. Now the larder is home to something else.

Creatures: All of this frozen meat is ideal for the community of frost worms that now lives within Frost’s



larder. The worms are taken occasionally from this room and dropped outside of Khimel by Coldspike or Glacier to replace those that protect the city from subterranean approach. Hundreds of harmless frost worm larvae writhe and burrow within the frozen graves of Frost's kills; the eight mature specimens tend to the young and defend the chamber from any intrusion.

☞ Frost worms (8): hp 147, see *Monster Manual*

Treasure: If the heroes spend enough time sorting through all of the grisly remains of bodies (approximately an hour, Search DC 25), they will be able to uncover a number of magic items on the corpses of humanoids killed by Frost and buried under mounds of icy reindeer and polar bears: a suit of +2 *ghost touch studded leather armor*, a +3 *silent moves chain shirt*, a +2 *large steel shield*, a +1 *speed bastard sword*, and a *ring of evasion*.

KH8. VAULT [EL 17]

This chamber is almost as large as KH7, but it is lower than the other sections of the lair. Frost's entire hoard was once held in this chamber, guarded by potent magic stemming from the *skull totem*, but with the removal of both the hoard and the totem, there is no need for additional security measures. In their absence, the matrix of magical power that encompassed the room has altered the planar nature of the Vault, bringing it into alignment with the Gray.

If the heroes enter the room, every minute they spend inside its confines they must make a DC 24 Will save or become forcibly rendered ethereal, as per the *ethereal jaunt* spell. Their ethereal state lasts for as long as they remain within the Vault and triggers one of two things: first, ethereal characters will see a number of additional "hidden" hoard items left behind by Frost; second, becoming ethereal attracts the attention of a quartet of ghost dragons.

Creatures: The four ghost dragons (CE male adult ghost white dragon) will arrive in 2d6 rounds to investigate the ripple throughout the Gray caused by the heroes. Within the Gray, or at least the small portion of it contained within the Vault, the ghost dragons are quite solid, yet still undead. If only a few of the party are ethereal, the odds will be stacked against them.

☞ Ghost white dragons (4): hp 153, see page 356

Tactics: The ghost dragons understand that their opponents are under the influence of the Vault's residual matrix of energy, and if the heroes travel outside of its boundaries, they will phase back into their normal state. So long as they are here, the heroes are isolated and vulnerable. If there are too many ethereal heroes for the dragons to deal with, they will attempt to bull rush or otherwise drag one or more heroes outside of the Vault, which may in fact imprison the unfortunate hero in the solid ice that Frost's lair has been carved out from. Any character that experiences this must make a DC 22 Fortitude save or take 8d8 damage from the shock and become pinned within the ice. Success means the character has been shunted into a non-solid area nearby and only takes half damage.

Development: Because of this room's fluctuating status within the Material Plane, it is exempt from Khimel's magical barriers and the effects of the Orphic Spikes. A DC 30 Knowledge (the planes) or DC 32 Knowledge (arcana) check will inform the heroes that the Vault might be used as a target point for conjuration spells such as *teleport* or it might serve as a suitable location to open a portal from Bastion. All other locations in Khimel are shielded by the *anti-magic field* and *dimensional anchor*. Using the Vault as a portal location or teleport target does not eliminate the risk of becoming ethereal.

Treasure: A sizeable treasure, all of it stashed in the Gray and currently ethereal, has been left in the Vault by Frost. It includes thirty pieces of ceramic and stoneware art (vases, urns, icons, statues, etc.), all valued between 350 and 3500 stl (3x350 stl, 4x500 stl, 4x550 stl, 5x1000 stl, 4x1200 stl, 4x1800 stl, 3x2500 stl, 2x3000 stl, 1x3500 stl); a *tome of understanding* +2, a *manual of quickness in action* +2 (matched set of leather-bound books in a slip case and locked with TRAPIAN inscribed on the dustjackets); a *staff of swarming insects* (20 charges); and a *necklace of fireballs type VII* (coiled around a 30 stl brass idol of a grinning dragon). To bring any of the treasure back into phase, the heroes will need to carry it outside of the boundaries of the room and make a DC 15 Charisma check to forcibly realign any items carried. If the check fails, the items remain ethereal. If the check succeeds, the items are successfully returned to normal. Another method of retrieving the items is to use Bastion's portal to do the work for them (passing the items into the portal and thus into the Gray, which aligns them with Bastion and allows them to return to the Material Plane with the heroes once they leave the wizard fortress).

AFTER THE LAKE ERUPTS

When the Lake of Fire erupts beneath Khimel, Frost's lair is submerged within the molten rock and is utterly destroyed. The ice transforms rapidly into explosive steam, and together with the sudden heat, all unprotected items in the lair, as well as the frost worms, will be wiped out. The skullwyrms from KH6 flees to Khimel Keep, as do the guardians at the entrance to the lair.

The Vault (KH8) is the only location that remains partially intact. Submerged under the Lake of Fire, the portion of the Gray that the Vault contained remains behind for as many as three hours as well as all of the items within it. Heroes who think to use spells such as *ethereal jaunt* or *etherealness* can avoid the magma and pass into the area where the Vault once was in order to retrieve the items. This will still attract the ghost dragons, however, who, like the ethereal hoard, are unaffected by the fire.

See "The Eruption" for more details.

GLACIER'S LAIR

Glacisse is Khimel's lust-driven ruler, known to her enemies as the White Wyrms, former consort to the Dragon Overlord Frost. Glacier's lair is one of the key locations in this chapter; it is not as large as Frost's lair was, but it is the place from where the city is governed. Glacier can be



found in her lair for roughly half of each day, spending the rest of her time moving about Khimel's Icewarrens or soaring high in the frigid upper atmosphere over Southern Ergoth.

Glacier's lair is the primary location of the scenes for this section of the chapter (see "Scenes in Khimel").

FEATURES OF GLACIER'S LAIR

Glacier's lair was hollowed out from the solid dome of ice that covers Khimel Lake. It possesses the following qualities in addition to those of the surrounding area:

- No lighting other than shadowy illumination.
- All floors, walls, etc. are rough and equivalent to unworked/natural stone.



There is only one entrance into the lair, guarded by a pair of white dragon scouts (CE male juvenile white dragon barbarian 5). All arrivals must fly or climb past the keen eyesight of the dragonspawn on Khimel Keep. The scouts are equipped with *rings of fire resistance* (resist fire 10) and have been given strict orders to kill anything that tries to enter this lair that isn't a dragon, mephit, or dragonspawn; these are some of Glacier's young, and they are fiercely loyal to their draconic mother.

KEY TO GLACIER'S LAIR

The following key provides details about three encounter areas. These chambers are the most important sections of the maze of ice.

KH9. SKULL CHAMBER [EL 21 OR 16]

This is the site of the dragon skull that Gilthanas seeks. Like the other rooms in the dragon lairs, the skull chamber is enormous; Glacier has fashioned it into a kind of multi-level cathedral-like area, with pillars of ice supporting numerous balconies and sloping walkways around the room's central space. As room's primary purpose is for Glacier to hold court, so to speak, it accommodates hundreds of smaller creatures. There are hundreds of skulls in the chamber, many of them encased in ice, others mounted on the walls. Tylor skulls, human skulls, elven skulls, and thanoi skulls, all bleached white and facing inward, look on like silent witnesses.

Creatures: The White Wyrms, Glacier (CE female great wyrm white dragon), is typically found here if she is in residence. During the late afternoon she is often meeting with Raskellion, the bozak agent of Cinder, and in the evening she is discussing plans with her son, Coldspike. She may also be located down in the Icewarrens in her human form, conducting the spawning ritual late at night (see KH13). Ultimately, however, whether she is present or not should probably depend on the order in which the heroes investigate Khimel. If they come here first, Glacier is here and they trigger the scene, "The Abyss Hath No Fury." If they go to the Icewarrens first, she'll be there. Regardless of whether Glacier is here or not, four dragonspawn arcanists (CE male white dragonspawn sorcerer 11) occupy the room in their capacity as advisors, discussing matters of sorcerous interest. They will act to repel any intruders.

☞ White dragonspawn arcanists (4): hp 51, see page 357

☞ Glacier, the White Wyrms: hp 522, see page 351

Development: All of the action that takes place here is covered under "Scenes in Khimel." If the heroes are too late to acquire the skull, Gilthanas has already left with it, and Glacier isn't here; there's nothing truly useful in this chamber for them. In this case, it can simply serve as an additional combat or roleplaying encounter.

Treasure: If the dragon skull the heroes are looking for is still here, it is mounted above the opening that leads back toward the egg chamber. If Gilthanas has already taken the skull, its space is empty. There's nothing else of great value in the room.

KH10. EGG CHAMBER [EL 19]

This is the location of Glacier's most recent clutch of white dragon eggs. All eight of the eggs are Frost's, so Glacier is keeping a very tight guard on them. They are her bargaining tools, for when the Dragon Overlord transferred his *totem* and hoard to the Rimeberg, he was forced to leave the eggs behind in Glacier's care. This room is 20 degrees F colder than the rest of Khimel; unprotected creatures take 1d6 lethal damage per minute, no save.

The chamber is something of a grotto, rather than a cavernous room like many of the others. The ceiling is only twenty feet high, and the chamber itself is a roughly circular area sixty feet in diameter. The eggs are in the center of the room, nestled in a bowl-shaped depression and packed in sub-zero temperature ice. An *alarm* spell is cast each day on the eggs by Glacisse, and only she and her Iceblood dragonspawn have the password ("future" in Draconic). Wherever Glacier is when the mental *alarm* sounds, she will rush to the egg chamber.

Creatures: The Iceblood (CE male white dragonspawn abomination minotaur fighter 12) are brutes that have no real long-term strategy other than to prevent harm from coming to Glacier or her eggs.

☞ Iceblood minotaurs (8): hp 113, see page 357

Development: If the heroes manage to acquire these eggs, they can choose to either destroy Frost's unhatched heirs or use them as bargaining tools of their own. Glacier has overestimated Frost's interest, however. While she herself will do almost anything to protect her eggs, the White's goals do not necessarily involve his own offspring. Thus, the eggs are more useful to the heroes in getting Glacier to work with them than as a threat to Frost.

If the heroes destroy the eggs, Glacier mobilizes the entire city and vows to kill the heroes in any way she can. If the heroes use the eggs to influence Glacier, they should gain a +10 circumstance bonus to Diplomacy, Bluff, or Intimidate checks against the dragon.

KH11. VAULT [EL 16]

Held within this large, glittering chamber of riches is Glacier's hoard, a mighty treasure indeed. While Glacier considers her eggs to be more important than simple coin, she nevertheless has collected a substantial amount of wealth in the past twenty years. She never leaves the hoard undefended either, though she cannot trust a simple dragonspawn or even one of her children to remain vigilant enough. Thus, she has chosen a guardian for the hoard that has no other purpose but to drive off potential thieves and intruders: an aberrant mutation known as Snowflake.

Creatures: Snowflake (CE advanced half-white dragon/half-horrid umber hulk) is a monstrous umber hulk hatched from a corrupted white dragon egg thanks to the power of Frost's *skull totem*. Glacier requested the creation of Snowflake and has tended to it since it was a hatchling. It has most of the traits and appearance of the umber hulk ancestry but also boasts a single curved horn above its eyes and draconic wings. Snowflake is slavishly loyal to its "mother" and protects the hoard with its life.

☞ **Snowflake:** hp 310, see page 355

Tactics: Typically, Snowflake focuses its confusing gaze on an obvious fighter type, then closes in to pummel or claw them into pulp. Snowflake saves its breath weapon for tightly grouped opponents, preferring to make use of its enormous strength and toughness to do the job. When it wants to, it can unfurl and extend a pair of chitinous dragon wings and launch itself into the air; it also possesses sufficient burrowing talent to dig through the ice to prepare pits, dead falls, etc. Snowflake never flees, due in large part to its substantial ego and confidence.

Development: Killing Snowflake will only temporarily avert problems for the heroes. While they are searching through treasure or recovering, a squad of four Iceblood minotaurs (see KH10) will enter and demand that the heroes surrender their weapons and gear. If the heroes appear to look tougher than they are, one of the Iceblood will venture off to warn Glacier.

Treasure: Glacier adores silver (11,906 sp) and platinum (3,488 pp) coin as well as steel (13,435 stl), so her collection reflects that. In addition, she prizes statuettes (nine, mostly white jade, 1000 stl each), figurines (sixteen, all of them platinum, 750 stl each), icons (three carved in ivory and platinum, 1500 each), and sculpture (thirteen busts and posed figures, all in white marble, 500 stl each), so she has a significant amount of artistic wealth.

Glacier's treasure contains only items of clothing: *cloak of resistance* +3, *mantle of faith*, *robe of useful items*, and a *vest of escape*. These are kept in a locked oak wardrobe (hardness 2, hp 30, Break DC 20, Open Lock DC 35).

AFTER THE LAKE ERUPTS

Suspicious of the effects of Frost taking away his *skull totem*, Glacier has recently established defensive measures against encroaching lava. Carefully placed *contingency* spells trigger *walls of force* if molten rock approaches the lair; anything and anyone within Glacier's lair (including areas KH9, KH10, and KH11) will be safe. The ambient temperature, however, will increase to safe levels (70 degrees F). Getting into and out of the lair once Glacier's spells are triggered will be problematic, as the *walls of force* and sheath of immobile molten rock create quite an obstacle. If the heroes have not yet obtained the dragon skull, and it is still in Glacier's lair when the Lake of Fire erupts, they will need to find some way of getting inside to retrieve it. See "The Eruption" for more details.

MINOR DRAGON LAIRS

Frost and Glacier were, for a time, the ruling dragons in Khimel, but there are many other white dragons in residence. Many of these are children of Glacier, Shiver (from Chapter Five: The Doom of Daltigoth), and other mistresses of Frost. Some are older, but most are young and benefit from intensive skills training. These younger dragons share lairs in the Khimel Lake section of the city, carved out of the ice closer to Glacier's lair than Frost's.

Each of the minor dragon lairs is home to a dozen or more white dragons, most of which comprise the white dragon scout patrols that wing their way over the Frozen Plains and into Eastwatch. The juvenile and young dragons have formed small packs, quite unusual for dragons,

WHAT DOES GLACIER KNOW?

GLACISSE often appears in human form, the better to engage in discussion with visitors (and prey). She is just as capable of being her usual haughty and bitter self in either human or dragon form, and the following information should serve as a rough guide to a conversation with the White Wurm.

Who are you?

"Such ignorance. I am the White Wurm, Glacisse, once consort to Gellidus, and matriarch of the clan."

Where is Frost?

"My lord has taken his leave of me and his children here in Khimel. He and his skulls flew east, towards the Gale. He would be wise to stay away."

What happened between you and Frost? What is your relationship?

"Once I was his queen, and I had his ear. I was first among consorts. He scorned me, however, for the silver witch. His vassal must be blind to it, or perhaps it works its way into the elflord's mind, like a chill works into the bones."

Do you mean Silvara and Gilthanas?

"Of course. A deviant pair, they are. Dragons loving mortals? Ridiculous. It was Khellendros' downfall, it will be D'argent's, also. The elflord is but a pawn. Of

course, the pawn may defeat the emperor in a game of Khas, no?"

How are you able to create more dragonspawn?

"Gellidus entrusted me with his *scale of proxy*. Through it, I have a direct link to his *skull totem* and his power. It is a bauble few have access to."

How do we defeat Frost?

"You cannot. He is growing in power even now. His *skull totem* is more than it was, and he has made a bargain with a god. You think a *dragonlance* will stop him? That needle did nothing to Malystrix. It will do nothing to him. Your only chance is to find the gap in his scales, so to speak. I know that he has spent years ensuring that such a thing does not exist, but even Overlords make mistakes. They give important things away."

What does Frost want?

"Power? Destruction? Revenge? Love? Who knows? One would need to ask a fortuneteller. I cannot plumb the depths of his treacherous alien mind."

How can you help us?

"I can let you live. Outside of that? Ask of me what you will. I may be able to give it to you—or at the very least, make sure that he does not have it either."

especially white dragons. As such, they do not squabble or resent their situation; though from time to time, the “alpha” dragon in any given pack will be challenged by another wyrm, and the social dynamic will shift. This is the nature of the chaotic evil whites.

FEATURES OF MINOR DRAGON LAIRS [EL VARIES]

The minor dragon lairs are similar to those of Frost and Glacier in that they were hollowed out from the solid dome of ice that covers Khimel Lake. In addition to those that are true for the greater Khimel area, the minor dragon lairs possess the following qualities:

- No lighting other than shadowy illumination.
- All floors, walls, etc. are rough and equivalent to unworked/natural stone.

The minor dragon lairs are devoid of any real sizeable hoard. Almost all treasure found and claimed by the younger dragons goes to Glacier, although Coldspike has begun to keep some for himself (see “Coldspike’s Lair,” below). Apart from the caves themselves, the only other important feature in the minor lairs are the larders, cold storage of food kept in the back of each communal lair area. “Food” in this case is flash-frozen deer, elk, and other wildlife, as well as the occasional human, elf, or ogre body.

Creatures: At any one time, there are 2d6 white dragon scouts found in each communal lair. The rest are outside Khimel, serving the cause of the White Dragon Overlord. The dragons keep a number of mephits around to act as minor servants and messengers; each has one mephit valet, who spends as much time annoying the dragon as helping him.

☞ White dragon scouts (2-12): hp 157, see page 346

☞ Ice mephit (2-12): hp 13, see *Monster Manual*

Development: Any combat that takes place in one of the minor dragon lairs will cause one or more mephits to fly off in search of assistance. 1d4 additional white dragon scouts will arrive within 4 rounds. Kuandan, the ice mephit noble (see “Kuandan’s Lair,” page 225), will also arrive in 10 minutes, although if the fight is over or the heroes have left, he will go off in search of them to find out more about their purpose.

KH12. COLDSPIKE’S LAIR [EL 19]

The young and hostile son of Glacier, Coldspike (CE male young adult white dragon barbarian 10), shares his lair with four other white dragons, his personal guard (CE male juvenile white dragon barbarian 5), and his mephit valets. Although Coldspike frequently heads out on his own, he understands the importance of covering his own back in the event of a challenge or coup among Khimel’s whites. Because of his position of leadership, Coldspike has enlarged the lair somewhat and intends to further increase the size when he is sure that he can do it without raising Frost’s ire.

Creatures: Coldspike may or may not be in his lair if the heroes explore this part of the city. During the second half of the night and early morning, the dragon and his guard are out flying across the Frozen Plains. Coldspike spends the rest of the daylight hours either alone in his

lair or in nearby lairs, planning the following day’s patrols. When night falls, he attends his mother in her lair for an hour or two, and then he joins his bodyguards in his own lair to rest. If Coldspike and his guard are away, he usually assigns a mephit or two to watch over the chamber in his absence.

☞ White dragon scouts (4): hp 157, see page 346

☞ Coldspike: hp 263, see page 350

☞ Ice mephit (5): hp 13, see *Monster Manual*

Development: If the heroes show up at Coldspike’s lair when he isn’t present, they may have time to search the cavernous chambers for his hoard. Coldspike keeps it hidden under a thick *fog cloud* blanket, out of sight and in a niche near the back of his cave. The ice mephits will watch the heroes for a while, keeping out of sight, and then race off to get help in the form of Kuandan (see “Kuandan’s Lair,” page 225). This will take about ten minutes, during which time the heroes will be free to investigate. Kuandan is a clever mephit and will use his *wand of wall of ice* to seal off the entrance to Coldspike’s lair, hoping to trap the heroes within. If they escape, or leave before the mephit gets there, he will attempt to follow them and engineer other ways to trap and/or harass them until one of the larger dragons can be summoned.

Treasure: Coldspike’s hoard takes the form of mounds of steel pieces (11,500 stl) and smaller piles of precious stones or jewels (75 x 100 stl gems, 50 x 250 stl gems). Coldspike’s only magic items are extra potions, all of which are frozen and need to be thawed before they can be consumed (although Coldspike typically consumes a potion and crushes it between his teeth, bottle and all, to get the normal effect): 10 *potions of cure moderate wounds*, 5 *potions of haste*, 5 *potions of lesser restoration*. A *fog cloud* effect keeps the hoard hidden from sight.

AFTER THE LAKE ERUPTS

The minor dragon lairs, including Coldspike’s, will be destroyed when the Lake of Fire rises. Explosions of steam, rapidly melting ice, and widespread collapse will occur moments before the lava floods up and fills Khimel Lake with molten rock. Unlike Glacier’s lair, the minor dragons have no contingent spell effects or protection from the devastation. See “The Eruption” for more details.

THE ICEWARRENS

The ruins of the Ergothian city of Khimel were encased in ice when Frost moved in. Since that time, the ice has been excavated and burrowed through, creating a large network of ice tunnels and caves that follow the old paths and roads of the city. Through the walls of these tunnels, the ruins can be seen like dark, shadowy remnants of another age. In some places the dragonspawn or Frost’s dragons have uncovered or freed a stone building or temple area, making use of the additional reinforced stone enclosures. The five Orphic Spikes are all located inside a frozen section of the Icewarrens, uncovered by Dolmen Scalecarver and then resealed in ice after he had activated each Spike.

The bulk of the city’s dragonspawn residents live here, as well as a community of ice mephits. The Icewarrens

are also the location of the Spawning Chamber, where humans and other prisoners are transformed into white dragonspawn.

FEATURES OF THE ICEWARRENS

The Icewarrens are a network of smooth-walled tunnels and chambers, carved directly from solid ice (see “Ice Tunnels,” page 220, under Features of Khimel). All of the standard features of Khimel apply in the Icewarrens. When the Lake of Fire rises from beneath the surface of the city, Khimel Lake will be flooded with lava, and some of it will spread outward into the Icewarrens and the dragon lairs that ring the lake. This will release a number of the ruins, exposing the Spikes. See “Scenes with the Orphic Spikes,” page 225, for more information.

It is easy to get lost among the maze of ice tunnels. Every ten minutes, the heroes need to succeed at a DC 18 Survival check to remember where they are and to avoid taking a wrong turn. Obviously, spells such as *find the path* or *know direction* will eliminate the need for this kind of skill check.

RANDOM ENCOUNTERS

Every hour in which the heroes are traveling along a tunnel in the Icewarrens there is a 20% chance of encountering a unit of four dragonspawn raiders (CE male white dragonspawn barbarian 8) with a pair of white tylors, carrying out a routine patrol. If this patrol is encountered at any point, any ensuing conflict may attract the attention of another character within 2d4 rounds (see table).

If Glacier is encountered, it may trigger the scene “The Abyss Hath No Fury.” If the NPC indicated by the die roll has already been killed, treat the result as “no additional encounter.” Encounter range within the Icewarrens is 2d6x10 ft. Listen checks are made at +4 due to the peculiar acoustics of the tunnels.

KEY TO THE ICEWARRENS

The following entries detail significant areas of the Icewarrens. Refer to the Khimel map (or the Khimel Aftermath map, if the Lake of Fire has erupted) for the location of each keyed area.

1d8	Encounter	Average EL
1-2	No additional encounter	—
3	Raskellion	15
4	Kuandan	16
5	Parminder	17
6	Coldspike	18
7	Oncho	19
8	Glacier	21

* Statistics for these characters are found in Appendix Two.

KH13. SPAWNING CHAMBER [EL 22 OR 18]

This vast area was once an arena in the ancient Ergothian city of Khimel. The chamber is almost one hundred feet long and seventy feet in height. Although the walls have crumbled somewhat, the granite foundations remain and form sloping sides that create a kind of bowl. All surfaces are thick with an icy crust. The chamber has numerous entrances which open onto balconies thirty feet above the chamber floor. There are no stairs or means of descent from a balcony—any creature that visits the chamber is either winged or brought here by a winged creature. Faint sunlight filters down through the ice above during the day, and at night, the room is bathed in a soft blue-white luminescence from hundreds of tiny frost worm larva kept in lanterns.

The purpose of this chamber is the creation of dragonspawn. As long as Frost is alive and his *skull totem* is active, Glacier may continue to create dragonspawn in his absence. See the sidebar “Creation of Dragonspawn” for more details. Glacier has several assistants who enable her to conduct the ritual once every few days. She typically creates as many as 24 HD worth of dragonspawn at a time, after which she needs to rest for a day. When the heroes arrive in Khimel, Glacier is planning to make use of the ritual at nightfall to replenish some of her recent losses.

Creatures: Six dragonspawn arcanists (CE male white dragonspawn sorcerer 11) are on hand in the Spawning Chamber to assist Glacier in conducting the ritual, as well as an equal number of Glacier’s trusted Iceblood minotaurs (CE male white dragonspawn abomination minotaur fighter 12), who serve as muscle. When Glacier is not present and no ritual is being conducted, the arcanists retire to one of their various meditation rooms elsewhere in the Icewarrens, while the Iceblood minotaurs maintain a vigilant guard over the Spawning Chamber. A very weak aurak draconian (6 hp and exhausted) is chained to a wall during the ritual to provide blood; the others of his group are locked up in KH14.

☞ White dragonspawn arcanists (6): hp 51, see page 357

☞ Iceblood minotaurs (6): hp 113, see page 357

☞ Glacier, the White Wyrms: hp 522, see page 351

☞ Wounded aurak draconian: hp 6, see *DLCS*.

Tactics: If the heroes arrive during the course of a ritual, the Iceblood minotaurs will immediately move to stop them. Two of the six arcanists will continue to aid Glacier, who always takes human form when she is leading the ritual, while the other four join the Icebloods in attacking with spells and their spears. Glacier will eventually break from the ritual and attack, which initiates “The Abyss Hath No Fury,” unless the heroes leave before this happens.

Development: If the heroes arrive during the ritual (at night), there are twelve human prisoners from the surrounding towns in the process of being transformed. Each will have already been fed the aurak’s blood unless the heroes arrive before the ritual has started. These unfortunates are the only townsfolk in Khimel at this time, although many more are on their way. This information

CREATION OF DRAGONSPAWN

THE process of transforming a human, half-elf, or other creature into a dragonspawn is one of the many abilities possessed by the five Dragon Overlords. Originally, only the Dragon Overlords were capable of this feat, making use of their *skull totems*, the blood of draconians, and an infusion of their own essence to transform humans into spawn. Over time, some of the Overlords, such as Sable, learned that they could nominate a proxy agent who would be able to continue the process without the Overlord being present, thanks to an item called a *scale of proxy*. Sable enjoyed at least one proxy, the naga Nura-Bint Drax; Frost's proxy is Glacier, who jealously holds this secret and uses it to produce many more dragonspawn than Frost ever created.

Each spawning ritual lasts for a half hour. During the process, the victims are usually bound or incapacitated, gathered together in a large group. The Overlord, or the proxy, begins the ritual by channeling the power of the *skull totem*. Each victim is forced to drink some of the blood of a draconian mixed with a number of alchemical reagents. The ritual usually requires at least one captured draconian to be brought close to death as it is drained of blood. The draconian is

not allowed to die, however, which would activate their death throes and potentially injure or inconvenience the Overlord or proxy.

Each victim must succeed at a Will saving throw (DC 10 + 1/2 Overlord or proxy's HD + the Overlord or proxy's Charisma modifier) or have their alignment change permanently to that of the Overlord. If this save is failed, a second Will save (same DC) is made to see if the victim is forced under the control of the Overlord. In either case, a victim cannot avoid the physical transformation nor the horrendous effect the ritual has on their soul, infusing it with dark draconic thoughts and overwhelming them with the energy that binds the Overlord's essence within their new bodies.

If the ritual is stopped or interrupted, any victim may make a Fortitude save (DC equal to the Will save above) to stop their transformation into a dragonspawn. Success indicates the victim returns to normal, although they are *fatigued* for 12 hours.

Dragonspawn created by a proxy are nominally under their Overlord's control, although in many cases (such as with Glacier), the proxy holds as much if not more power over them, for as long as she bears the *scale of proxy*.

can be extracted from any one of the dragonspawn arcanists, who are expecting a new batch of white dragonspawn in the coming weeks, ready for Gellidus's master plan (what that is, of course, the spawn do not know).

KH14. DRACONIAN PRISON [EL 18]

This section of the Icewarrens is a converted temple complex. Thick stone walls are encased in ice, chipped and blasted away by the spawn and forming the ideal location for a prison compound. Icons of Manthus of the Rose are everywhere, for this was dedicated to Majere at one time. Other than the icons, no real trace of this holy purpose remains. Now, draconians are being kept here for the purpose of later being used to create more dragonspawn.

Glacier has no love for most draconians, although she has struck up a fairly good relationship with Raskellion. The cunning bozak has spent a lot of time at the prison, trying to figure out how to free his kindred. He puts on a very convincing front for Glacier, who believes Raskellion to be a pragmatic individual and not one to attempt such a rescue. Indeed, Glacier believes Raskellion is considering ways to acquire more draconians for her, which has lulled her into a false sense of security.

Each draconian cell holds 4 draconians and has a reinforced door with an excellent lock (hardness 8, hp 15, Open Lock DC 33, Break DC 24). The scion Dolmen Scalecarver (see Eastport) channeled the power of the Orphic Spikes into the cells when he established the *antimagic field* and *dimensional anchor* effect surrounding Khimel. This keeps the auraks from using their magic

and suppresses the supernatural abilities of the other draconians.

Creatures: There are eight auraks, two sivaks, and twelve baaz being kept in the prison, four to a cell. The auraks are kept purposefully unwell, fed a mixture of poisons and drugs designed to afflict them with constant exhaustion. The sivaks are bound in chains (hardness 10, hp 15, Break DC 30). The baaz are in the least misery, but they have all watched one of their number taken every few days and brought back sick from blood loss. The draconians have no idea why they're here, and Raskellion (NE male bozak rogue 3/sorcerer 2/arcane trickster 5) has yet to tell them. When he isn't elsewhere, speaking with Glacier or following the heroes about, Raskellion is in residence in one of the private offices.

Glacier's Iceblood minotaurs guard the prison, but there are only four of them present at any one time. If they suspect trouble or the heroes tip their hand too early, the Icebloods summon additional help. Reinforcements will arrive in 10 minutes in the form of another four Iceblood minotaurs.

☞ Aurak draconians: hp 76, see *DLCS*

☞ Sivak draconians: hp 51, see *DLCS*

☞ Baaz draconians: hp 18, see *DLCS*

☞ Raskellion: hp 60, see page 354

☞ Iceblood minotaurs (6): hp 113, see page 357

Development: This location offers the unique opportunity to make an impression on Raskellion and the other captive draconians by aiding in their release. The heroes have the choice of either leaving them here to die or helping them get out of their imprisonment. Raskellion

is a suspicious draconian and needs convincing; his initial attitude is Unfriendly. This may prove to be difficult, given what the heroes may already know about his connection to the Malfesan Horde and Cinder. Oddly enough, if the heroes tell Raskellion they have beaten his dragonlord master in **Chapter Two: Fires in Throthl**, yet still wish to help him free his kindred draconians, give the heroes a +4 bonus on Diplomacy checks to change Raskellion's attitude towards Friendly. If the heroes choose to attack Raskellion here, he will appeal to the Iceblood minotaurs for help and respond with violence.

KH15. KUANDAN'S LAIR [EL 19]

This is a former art gallery, excavated by the ice mephit prince Kuandan (NE male ice mephit noble 9/sorcerer 4) and his ice mephit subjects. Within, a collection of ancient Ergothian sculpture lines a pair of 30 ft. long hallways on either side of a 60 ft. tall central atrium. The atrium itself boasts a colossal fountain, the water of which is frozen into a 20 ft. tall spout. The air in here is far below freezing (−20 F), and unprotected characters will take 1d6 lethal cold damage per minute with no save.

Creatures: The atrium is home to forty-six mephits, who perch in dozens of wall niches and small openings in the walls of the atrium. Kuandan himself, if he is here, holds court with the mephits screeching at each other and engaging in mock duels or shouting contests.

☞ Kuandan: hp 60, see page 351

☞ Ice mephit (46): hp 13, see *Monster Manual*

Development: If the heroes find this place, they are not in any immediate danger. Kuandan is a manipulative trickster as well as being of noble birth. If he can think of a way to exploit this situation, he will. He will converse with the heroes in order to learn more about them and their reasons for being in Khimel. He'll respond to most of their questions with apologetic appeals to the fact that he is "not a native" and claim he and his subjects are merely pawns in the great game of Gellidus. If the heroes believe this, he'll court their favor by suggesting that they can learn more about Frost's plans by talking to Glacier, and that he would be happy to introduce them. If they don't trust him (or succeed at their Sense Motive checks), he'll shrug and tell them they've clearly come to the wrong place. Kuandan will pay very close attention to the heroes, sending mephits to follow them wherever they go. If they don't attack the mephit prince, they will likely see him again in **Chapter Seven: The Fury of the Gale**.

AFTER THE LAKE ERUPTS

Although the Icewarrens are initially spared much of the fiery destruction, they will eventually become consumed by the heat and expanding geothermal pressure created by the eruption of the Lake of Fire. Areas KH13 and KH14 experience some incursion of lava, which sends the temperature up and eliminates the need for extra layers of clothing, but it also creates steam hazards and hundreds of gallons of scalding hot water. Area KH15 is completely destroyed by the eruption, but Kuandan and his mephits are able to escape before the molten rock floods their lair.

All of the Icewarrens' residents make their way up toward the surface or to Khimel Keep. If the heroes are in the tunnels, you can describe the chaos as being so great that whole units of dragonspawn push past them on their way out, heedless of the presence of the heroes. See "The Eruption" on page 228 for more details about the disaster.

SCENES WITH THE ORPHIC SPIKES

This section details the five locations of the Orphic Spikes. The heroes will not be able to access them until after the eruption, although if they are resourceful, they can make an attempt at reaching them through the solid ice that surrounds them. If they destroy at least three Spikes, the *antimagic field* and *dimensional anchor* around Khimel will drop.

GETTING TO THE SPIKES

Each Spike location is in the Icewarrens, the ring of ruins surrounding Khimel Lake and the dragon lairs. The heroes can reach the general area through the tunnels, or they might attempt to *teleport* or use *ethereal jaunt*. The latter has its own risks, especially with the ghost dragons drifting through Khimel's local section of the Gray. Although deactivating or removing the Spikes is not a necessity for this adventure, doing so can make leaving Khimel much easier.

KH16. LAVA SPIKE

Important Rules: Heat Dangers (Lava Effects), Chapter 8: Glossary in the *Dungeon Master's Guide*.

This Spike is on an island of fine Ergothian marble surrounded by lava. The area was once the courtyard of an elegant manor in the city of Khimel near what is now the Spawning Chamber (KH13) and, until the eruption, was completely encased in ice. Now the molten rock has evaporated the ice and flooded the court.

Hazards: To get to the Spike, the heroes must bypass more than 25 feet of lava. The heat is incredible. Near the edge of the lava pool (within 5 ft.), the air is well above 100 degrees F, and characters must succeed at a DC 15 Fortitude save every 10 minutes (+1 for each previous check) or take 1d4 points of nonlethal damage. Contact with the lava deals 2d6 damage per round, or 20d6 if the character is fully immersed, and the damage continues for 1d3 rounds after contact has been broken but at half the initial damage (1d6/round or 10d6/round). On the island of the Spike, the air is so hot that characters breathing it take 1d6 points of fire damage as their lungs are scalded. Spells or effects that protect the heroes from fire or heat will eliminate some or all of these dangers.

KH17. ICE-ENCASED SPIKE

This Spike was placed in a small garden courtyard between four administrative buildings of old Khimel, with only narrow paths leading to it. It is nowhere near any of the fissures created by the eruption, so it is still sealed away in ice.

Hazards: The air is much colder in this area than the rest of the Icewarrens. Unprotected characters will take



1d6 cold damage every minute with no save. Characters with sufficient thermal protection or enjoying the benefits of spells such as *resist energy* can ignore the lethal damage. Once the heroes reach the Spike, they will need to determine how they are going to destroy it and how to deal with the lack of open space. Remember that heroes who employ spells such as *ethereal jaunt* or *etherealness* will find themselves the unwelcome targets of Khimel's ghost dragons (see KH2, page 215).

KH18. FISSURE SPIKE

This Spike originally stood in an open market area before the city fell into ruin. Like the other Spikes, it was encased in ice when Frost claimed Khimel for himself. The violent quakes and subsequent eruption beneath the city have created a fissure in the ice with the Spike at the very end of it. Molten lava has yet to fill the fissure, but it is close by and spreading.

Hazards: This Spike is relatively easy to access from the ice tunnels now that the fissure has opened a path to it, but not long after the heroes get to the location, the lava will begin to encroach upon it. One minute after the heroes arrive, the lava surges up and moves along the fissure's path toward the Spike at a rate of 5 ft. (1 square) per round. See KH16 for more details about the effects of the lava.

KH19. GUARDED SPIKE [EL 17]

When the heroes reach this Spike, situated between a group of ruined stone granaries, the eruption has driven a group of white dragonspawn arcanists to the site. The arcanists have already realized that the Spike offers significant enhancement effects to their sorcery and so, despite the increasing danger from the Lake of Fire, they will be very resistant to the heroes' attempt to destroy it.

Hazards: There are four dragonspawn arcanists (CE male white dragonspawn sorcerer 11) present at the Spike. Drunk on the power of the Spike, they are highly resistant to Diplomacy or attempts to negotiate (–4 circumstance penalty on Diplomacy checks; initial attitude Hostile).

☞ White dragonspawn arcanists (4): hp 51, see page 357

KH20. UNDERWATER SPIKE

At one point, this Spike was located in the middle of a Temple of Shinare, the Winged Victory. The Temple still stands in a low-lying section of the city. The intense heat of the Lake of Fire has melted the thick ice that encased the Temple, but the water has flooded the building, and now the entire location is underwater. Entry to the Temple is from non-flooded tunnels surrounding the Temple site.

Hazards: Not only do the heroes need to concern themselves with getting to the Spike underwater, but the water itself is scalding hot and highly acidic (from the sulphuric reaction of the eruption). Every round the heroes are in the water, they will take 1d6 fire damage and 1d6 acid damage. In addition, a DC 18 Fortitude save is required every minute to avoid becoming nauseated. Resistance to acid or fire will offset the risk of injury.

EXPERIENCE AWARDS FOR THE SPIKES

Taking out three Spikes, which disables the *anti-magic field*, is considered a minor party mission goal, and they should be rewarded accordingly. If they manage to eliminate more than three, consider a +10% (for four) or +20% (for all five) bonus to the award.

SCENES IN KHI MEL

These two scenes should take place consecutively. They represent the main scripted section of this part of the adventure, and the second scene is a pivotal event that changes the entire environment. You should read over these scenes with careful attention to where the heroes are on the map when they occur.

SCENE: THE ABYSS HATH NO FURY [EL 21]

Run this scene when the heroes meet Glacier for the first time. An appropriate point to introduce it would be when the heroes make their way into her lair (KH9) or the Spawning Chamber (KH13). Because this scene involves an encounter with a very powerful white dragon, you should be sure to have your players' abilities and actions leading up to this scene in mind before running it. Note that the scene assumes Glacier is in human form, which she often maintains, but if the heroes encounter her in her dragon form, you will need to make slight adjustments to the text.

Read or paraphrase the following:

A cool blue radiance lends a macabre air to the woman you see before you. High cheekbones, ivory skin, eyes the color of a bruise, she dresses in an elaborate white dress and bloodstained arm-length gloves. She is all ages and none, a timeless figure, yet very clearly flesh and blood. Alert to your presence, she cocks her head to one side and smiles. Her voice is like an ice-cold dagger, settling deep within your gut.

"Visitors," she says, matter of factly yet with that razor-edged tone. "How pleasant. Now. Are you here for me or my estranged mate?"

The Setup: Glacier is in her human form, one that she adopts occasionally for outside visitors or when walking about the Icewarrens. Her dragon form is much too large for some parts of the city, so she wears human guise not only to have more freedom but as a way to surprise any would-be intruders. Regardless of where or when this scene takes place, Glacier has decided parley is the order of the day, unless the heroes escalate it into a full-fledged conflict. Glacier is intrigued by the potential of this group of heroes to eliminate her greatest enemy—the Dragon Overlord Frost.

Creatures: The only definite creature in this scene is Glacier (CE female great wyrm white dragon) herself. Others may be present, based on the location of the scene when it occurs, but the degree to which they contribute to the encounter will depend upon the context.

❧ **Glacier, the White Wyrn:** hp 522, see page 351

Tactics: The White Wyrn wants to give the heroes her undivided attention, and she does attempt to lead into a discussion of their purpose in Khimel. However, in the event of the heroes attacking her, she foregoes the niceties and reverts to her dragon form. Glacier is a very tough opponent, so the following round-by-round analysis should be of some assistance.

Before the fight—Glacier casts *stoneskin* on herself and assumes dragon form if space allows (standard action).

Round 1—Remaining mobile, she uses her breath weapon and activates her frightful presence.

Round 2—She leaps and attempts to use her crush ability.

Round 3—Glacier makes a full attack with natural weapons, targeting suspected spellcasters or support characters.

Round 4 (etc.)

Glacier casts spells sparingly and usually for additional effect. She prefers to eliminate one opponent at a time, or as many as she can in one attack, so she will remain mobile during the fight. If she is unable to fly, she will still move around as space permits. In the event that she loses over two-thirds of her hit points, she will cast *teleport* (she has one of Dolmen Scalecarver's *runic talismans*) and acquire additional help from Khimel's other residents, such as Coldspike or Oncho.

Development: If the heroes approach Glacier with the intent of talking with her, not fighting her, refer to the "What Does Glacier Know?" sidebar on page 221 for

details on the high points of this conversation. Glacier's initial attitude is Unfriendly. Improving her attitude to Friendly or Helpful won't make her any more likely to join the heroes' faction, but it will indicate the degree to which she will willingly aid them in opposing Frost's plans. Glacier remains an evil serpent ruled by her emotions, so expecting her to be coldly logical or even rational is probably not a wise course of action. On the other hand, playing into her bloodlust and driving need for physical satisfaction will get them considerably further.

Once the heroes have dealt with Glacier, they stand to be in a better position to ask for such things as the dragon skull (if it is here) or the cessation of the dragonspawn program. In some ways, she would be happiest if Frost was to meet an end at the hands of the heroes, and she were allowed to live her life in peace in some cold corner of the world with her offspring. Glacier will give the *scale of proxy* to the heroes if they ask for it, which will enable them to bypass the Theft of Godly Magic in Chapter Seven: The Fury of the Gale; a DC 30 Knowledge (arcana) check will inform the heroes that this item represents a vital link to Frost for the purposes of certain magical rituals. If they don't ask for it, you may choose to simply have Glacier offer it to them, as she is not planning on using it to create many more dragonspawn once the Lake of Fire erupts.

Because Glacier knows the location of the five Orphic Spikes, she can share this information with the heroes; she is unlikely to do so until the eruption (in which case she will no longer care what the heroes do with them), because the Spikes afford her considerable protection. Keep



Glacier's emotional state in mind at all times during this scene and the experience should at least be memorable.

Note that if the heroes do not succeed in negotiating with Glacier and lose to her in a battle, she may choose a number of them to be transformed into dragonspawn (see KH13). This is the fate of many of her past opponents.

Factions: Any deal with Glacier that negatively impacts the Whitescale Society lowers the party's faction rating with the WS by -3. Striking a deal with Glacier improves their faction rating with the Legion of Steel, Ergothian Merchant Marine, and Brass Tigers by +2; no change is made to the Knights of Solamnia, Knights of Neraka, Malfesan Horde, or Wichtlani Ghoul Cult.

Treasure: If the heroes defeat Glacier rather than negotiate, the *scale of proxy* is their greatest reward for doing so. This artifact is detailed in **Appendix One: Mosters and Magic**; with it, divine spellcasters will stand a better chance in **Chapter Seven** against Frost.

Experience Awards: Taking care of Glacier entirely through clever roleplaying, successful diplomacy, bargaining, and bluff is the equivalent of overcoming her challenge, so you should award full experience for this encounter whether they fight her or not. If the heroes achieve the cessation of the dragonspawn breeding program, this constitutes a major party mission goal, and they should be rewarded accordingly.

SCENE: THE ERUPTION [EL VARIES]

The timing of this scene is very important, because it represents a change in the environment and the eventual destruction of Khimel. The heroes should ideally be within the city, either in the Icewarrens or one of the dragon lairs, and have already encountered Glacier. It's possible they don't yet have the dragon skull (assuming it hasn't already been collected by Gilthanas), but they should at least have interacted with enough of the city's residents to get a feeling for the community and what its importance is to the Whitescale Society and Frost's plans. Once you have established this, launch this scene and take note of the Developments section that follows.

Read or paraphrase the following:

It begins far below you, a faint vibration making its way through the ice of the frozen city, creating tiny hairline cracks in the walls. A heartbeat later and the vibration increases to a definite tremor, a sharp shift in the earth; cracks widen and the ceiling shakes. From under your feet, the rumbling protest of Khimel drowns out the sound of draconic screams and shouts of alarm from all directions. As you struggle to keep your footing, you become aware that the air around you is getting noticeably warmer. The fiery doom in the belly of Frost's city is waking.

The Setup: The Lake of Fire underneath Khimel is erupting. This takes place over the course of 30 minutes,

with the most rapid changes starting in the middle of the city (the area once known as Khimel Lake, now occupied by the dragon lairs) and spreading out and upward.

Determine where the heroes are at the start of the eruption and ask the players what their characters are going to do. A DC 15 Knowledge (geography) or DC 20 Survival check (or appropriate divination spell) will inform them that this is a very large volcanic event; Khimel will soon experience massive activity that will no doubt melt the ice, create scalding steam, potentially introduce molten rock and acid to the environment, and generally bring the whole city down in less than an hour.

Stage One (0-10 minutes): Fissures open around the city, mainly underneath Khimel Lake (the dragon lairs). Lava wells up into the fissures, heating the ice above and causing the widespread collapse of structures. During this stage of the eruption, any characters in Frost's Lair (KH6-8) or the Minor Dragon Lairs (including Coldspike's Lair KH12) must make a DC 15 Reflex save every minute or take 6d6 damage from falling ice, steam explosions, and collapsing walls. Glacier's Lair (KH9-11) is protected but will be cut off from the rest of Khimel in the first 5 minutes. Any characters in the Icewarrens or up in Khimel Keep will hear the sounds of these lairs collapsing and fissures releasing lava, but there will be no immediate risk.

Stage Two (11-20 minutes): Fissures continue to open beneath Khimel Lake and spread out into the Icewarrens. During this stage, characters in the Icewarrens must make DC 15 Reflex saves or take 6d6 damage from collapsing tunnels and ice. All tunnels leading away from the dragon lairs are hit with surges of superheated water (1d6 fire damage with contact, 10d6 fire damage if immersed) two minutes after the beginning of Stage Two. These surges flood the tunnels, leaving as jets of steamy water. Characters caught in a surge must make a DC 20 Balance or Strength check or be carried along and take additional 3d6 damage from concussion.

Any character still inside the dragon lairs (KH6-8 and KH 12) will be exposed to the rising lava and incredible heat. Contact with the lava deals 2d6 damage per round, or 20d6 if the character is fully immersed, and the damage continues for 1d3 rounds after contact has been broken but at half the initial damage (1d6/round or 10d6/round). The air is so hot that characters breathing it take 1d6 points of fire damage as their lungs are scalded. Spells or effects that protect the heroes from fire or heat will eliminate some or all of these dangers. Characters in Glacier's Lair will remain safe, but the entire lair will be surrounded by molten rock.

Tremors will strike Khimel Keep, forcing all characters in the Keep and its buildings to make DC 15 Reflex saves in order to move faster than base speed; escapees will begin to arrive at the Keep in a panic during this time.

Stage Three (21-30 minutes): Enormous steam explosions begin to go off at random locations around Khimel as ice evaporates instantly in contact with lava. Every minute there is a 1 in 6 chance of a steam explosion near the heroes' location, unless they are in Glacier's Lair or on Khimel Keep. Steam explosions do 10d6 fire damage

(Reflex 18 half); residual steam cuts all visibility in a 40 ft. radius for 1d6 rounds, giving all creatures within the steam 50% concealment and dealing 1d6 additional fire damage each round.

Toxic gas floods the Icewarrens (DC 22 Fortitude negates; 1d6 Con/1d6 Con), killing many of those who survived the surges and making it difficult to see (20% concealment). The gas seeps up towards the surface, dispersing but still becoming a danger to creatures in the air around and above Khimel Keep (save DC drops to 16). All dragon lairs have collapsed into the lava; Glacier's Lair settles at the bottom of 100 feet of molten rock, its *wall of force* barriers keeping it intact.

Stage Four (31+ minutes): The dome of ice above Khimel collapses and falls upon the Lake of Fire. One final explosion of steam and magma deals 10d6 fire damage to anything still beneath the dome, and the collapsing dome itself crushes what remains of the Icewarrens. Khimel Keep, while affected by the steam explosion, remains a ruined tower upon its single column of rock in the middle of the Lake of Fire.

Development: What happens after the eruption depends on the heroes' actions. In order to leave Khimel with magic, they will need to destroy at least three of the five Orphic Spikes scattered around Khimel, which means dealing with the lava, steam, and toxic Icewarrens. If they have access to the Scion Dolmen Scalecarver's *runic talismans*, of course, they can leave whenever they wish. Keep note of which of the major NPCs in this section have survived the eruption. Kuandan, especially, may have slipped away and will return in Chapter Seven if he lived. Coldspike, Oncho, and Raskellion might also plague the heroes later at your discretion if they survived. Glacier, however, has no further role to play in this adventure if she lives.

Experience Awards: If the heroes find some way of making it out of Khimel alive that makes use of quick-thinking and adaptability, consider giving them a minor personal mission story award.

LEAVING KHI MEL

The destruction of Khimel behind them, the heroes have learned more about their ultimate enemy's past and possibly brought his dragonspawn program to a halt. They may also have Glacier's *scale of proxy*, which will be

very useful in Chapter Seven: The Fury of the Gale. If they have not yet struck south to Daltigoth, this may be their best opportunity. Perhaps they wish to follow up the relationship between Frost and Cinder if they have yet to visit Throt. The heroes' five major paths onwards are described below.

- **Travel to Throtl** (Chapter Two): Working on the information provided by Gibrana Rentir, Fume, or Etharion Cordaric, the heroes may choose to cross the Straits of Algoni and head eastward into Throtl, realm of the dragonlord Fenalysten (known to mortals as Cinder). Armed with a *dragonlance* and other items of power, the heroes may discover the movement to overthrow the dragon tyrant, free the prisoners in Cinder's labor camps, and potentially seize control of the Malfesan Horde.
- **Travel to Bastion** (Chapter Three): With the use of Shala Mer-Kane's portal map or Dolmen Scalecarver's clues, the heroes might seek out the nearest location of a portal to Bastion, the Road of Time in the northwestern corner of the Frozen Plains. If they take this route, go to Chapter Three for information about entering the portal.
- **Travel to Cristyne** (Chapter Four): Heading west across the Last Gaard Mountains and across the strait allows the heroes to reach Merwick, the capital of Cristyne. They might be pursuing the information they learned about the elven refugees or Sylviana, which will lead them to further horrors involving *allomanya*.
- **Travel to Daltigoth** (Chapter Five): Heading south from the Frozen Plains, using Bastion's portals, or employing magic will all allow the heroes to reach Daltigoth. They could be investigating the *allomanya* or the Whitescale Society, perhaps by making contact with the Legion cell that operates there. The heroes may also wish to travel to Ergonesti, the lands of the united Qualimori and Silvamori elves, to assist them in resisting Frost's minions.
- **Meeting with Rasca** (Chapter Seven): If this was the heroes' sixth chapter and each of the dragon skulls has been collected by the heroes or Gilthanas, they are ready to meet Rasca again and receive the reading from the Ice Key. The confrontation with Frost will be that much closer.

CHAPTER SEVEN: THE FURY OF THE GALE

“...While forces gather, time draws near
His power grows, *The King of Ice*
His greatest flaw, his only fear
The price of courage is sacrifice.”

CHAPTER SYNOPSIS

In this chapter, the heroes marshal their forces together and stage an attack upon Frost’s mobile fortress, located in the iceberg at the center of the Gale. Frost’s plan to draw the power of the gods away from the faithful of Krynn and into him, through his necromantic *skull totem*, begins to have major consequences. Depending on the variable plot elements determined at the beginning of the adventure, Frost may be headed towards Schallsea, Sanction, the Dragon Isles, Palanthas, or even through the Gate of Souls to the original homeworld of the Dragon Overlords. Also, the final fate of Gilthanas and D’argent is revealed.

THE BEGINNING OF THE END

The following sections prepare the heroes for the final stage in their quest to recover the dragon skulls and foil Frost’s plot. By this stage, they should have completed all five of the central chapters and accomplished most, if not all, of the following:

- Ended the threat of Cinder and the Malfesan Horde in Throt
- Defeated Ixmirt, Warlock-Priest of the xill, and liberated Bastion
- Overcome the Ghoul Queen and her Wichtlani Ghoul Cult in the forests of Cristyne
- Halted the production of *allomanya* and the reign of Tdarkn in Daltigoth
- Stopped the dragonspawn breeding program and witnessed the fiery end of Khimel
- Gathered some, if not all, of the chromatic dragon skulls

SIGNPOSTS: RASCA REDUX

RASCA the Calantine scholar is the half-kender the heroes encountered in Chapter One. His mastery of the Calantina pointed them in the right direction at the beginning of the adventure and will now provide them with further information, so they may take the battle directly to Gellidus. This scene begins when the heroes have brought together Gilthanas and the dragon skulls. Regardless of where they are, Rasca finds them. Ideally, this should take place on Bastion, for there Frost’s connection to Gilthanas is interrupted by the planar barrier between the Gray and the Mortal Realm.

Read or paraphrase the following:

The familiar sound of clattering dice alerts you to the presence of the skinny, headscarf-wearing half-kender, Rasca. The Calantine scholar is sitting in his characteristic cross-legged position several yards away, grinning wryly at you as your eyes meet. “And here we are!” he says, tapping a page in his well-used copy of the Calantina text. “*Five skulls of darkness, five skulls of light/ Ten together shall be brought/With thief and skull and faith you might/Exact the price that courage wrought.*” The half-kender points at Gilthanas and cocks his head to one side. “You know, I thought he would be taller.”

Once again, the divinations of the Calantina have led Rasca to the heroes. He has a second reading of the 12-sided dice to give to them, and this time around, he

seeks Gilthanas’ presence because of his link to Frost. Rasca explains that this reading is known as the Ice Key, and, with the information contained within it, he expects the heroes to learn what Frost is attempting to do.

Before he starts, he frowns and taps the side of his head. “Starting already...” he mutters. “The big snake is getting prepared. He’s begun to...well, let’s just get this over with, huh?” Rasca is feeling the very early stages of the theft of godly magic by Frost’s *skull totem*, the opening move in the Dragon Overlord’s master plan.

Refer now to *The Dragon and the Elflord*, page 17, for the rules governing the Calantina and the Ice Key. Once Rasca has conducted the reading, he stands and gathers together his things. The heroes may wish to ask him more questions, but he shrugs and tells them that he’s just the messenger and can’t help any more than he already has. He adds that he wishes them all the best, and, if they manage to pull this off, there’s a good chance they will meet again. With that, he departs. If the heroes follow him, he reminds them that they “have much more important things to do than following random half-kender scholars about” and he keeps walking, shaking his head.

Gilthanas may be shocked or unsurprised by the revelations, depending on the nature of the Ice Key’s result. His personal darkness has grown deeper over the past few weeks, and his anger at the things Frost has made him do has brought him to his breaking point. He demands a chance to strike back at the White, though he recognizes he is still a threat to the heroes and their mission.

WHAT IF THEY DON'T HAVE GILTHANAS?

DESPITE the potential in the past five chapters for the heroes to meet Gilthanas and either gain his support or capture him, there is a good chance that they haven't succeeded. You should not hold up the adventure if they have not, but Rasca's Calantina reading requires Gilthanas' presence. To rectify this problem, you can either send Gilthanas against them, trying to acquire the dragon skulls they have collected, or you can allow the heroes to track him down. A fight is not the only option; Gilthanas can be reasoned with, and if the heroes present a convincing enough argument, his cooperation might be gained. Remember that Frost can see and hear everything the elflord does,

unless he is on another plane of existence, so ideally the heroes will be able to corner him somewhere that Frost cannot reach (Bastion, for instance).

Review Gilthanas' section in *The Dragon and the Elf* and consider the locations and events the heroes have already experienced. If they skipped a section of the adventure, took another route, or did not visit a specific area, you might bring that into the game at this stage by having Gilthanas lead the heroes there. In this way, you can make the most of unused portions of this adventure and set things up for the final chapter.

- **Found Gilthanas and his dragon skulls**

Regardless of the order in which they accomplished these feats, the heroes will have faced many trials throughout the adventure so far. Now that they have achieved many of their goals, it is possible they do not know where to go or what to do next. Thankfully, Rasca the Calantine scholar is on hand to give them more clues.

SIGNPOSTS: WHERE TO NOW?

Armed with the information given to them by Rasca and the accumulated knowledge from the previous six chapters, the heroes may still wonder what their next move should be. The following options are available to them; if they do not think of any of these steps on their own accord you might want to trigger them using the hooks provided.

USE THE PLANAR OBSERVATORY

The heroes should have gained access to the features of Bastion, which includes not only the ability to open portals to any location in the Mortal Realm, but also the power to scry upon any location by using the Planar Observatory. The heroes may have tried to search for Frost before, only to be repelled by the power of the Rimeberg's obfuscating properties. With Gilthanas's *dragonpurge amulet* or Glacier's *scale of proxy*, however, they can exploit these connections to the Overlord in conjunction with the Planar Observatory.

A wizard, sorcerer, bard, or other arcane spellcaster may attempt a DC 35 Knowledge (arcana) check to temporarily reroute some of the crystal rods of the Observatory and use Gilthanas and the *amulet* (the elf and the *amulet* must be present in the Observatory for this to work) or the *scale of proxy* (worn by the spellcaster) as a catalyst. Once this is done, the heroes may *scry* either the Rimeberg or Frost in order to determine a location. Soon after this occurs both Gilthanas and the hero(es) using the Observatory are struck by a psychic backlash for 8d8 damage (Will DC 25 half; counts as a mind-affecting supernatural effect) and 1d8 crystal rods will shatter. Until the rods are repaired or *mended*, the Observatory will not be usable; even then, Frost will remain undetectable by future efforts, although the Rimeberg itself will not.

Hook: Gilthanas balls his fists and exclaims, "I can find him. He's been inside my head for so long...give me an instrument of farseeing and I will give you the bond between me and the White."

USE DIVINATION MAGIC

At this point in their careers, the heroes are powerful and experienced individuals in their own right, and those among them with the power to use divination magic are likely masters of the art. Although the Rimeberg is shielded to some degree by its planar obfuscation, the heroes may be able to strengthen their efforts using the connection between Gilthanas and Frost, Glacier's *scale of proxy*, or even one of Frost's dragonspawn.

Discern location and *greater scrying* are the only spells outside of *limited wish*, *miracle*, and *wish* that have a reasonable chance of finding Frost or the Rimeberg. With Gilthanas or the *scale of proxy* on hand, the spell is cast and the location appears in the caster's mind—the Gale surrounding the iceberg fortress and Frost within it. Moments later, however, the caster and the creature used to enhance the spell (if any) are struck by a psychic backlash for 8d8 damage (Will DC 25 half; counts as a mind-affecting supernatural effect). Frost will be able to avoid detection in this manner in the future, although the Rimeberg itself can still be scried upon or detected again if desired.

Hook: An NPC wizard or sorcerer, such as Kiro Dorova or even Gilthanas, says: "Divination magic is potent, although some kind of bond or connection to the target is often the only thing that permits it. When it comes to creatures of Frost's power, we may have only one chance at it."

ASK A FACTION FOR HELP

The heroes have spent the adventure acquiring a reputation among one or more factions, whether consciously or not. Although they may soon need to call upon these allies for large-scale assistance against Gellidus and his army of dragons, dragonspawn, *allomanya*-addicted ogres, and other servants, they might also turn to their factions for help in finding Frost.



Using a faction in this manner counts as a Challenging faction check (DC 20, see **Factions and Intrigue**, page 20). The information gleaned from this inquiry varies depending on the faction the heroes call upon. Use the following reports if the heroes succeed at this check. Note that the Wichtlani Ghoul Cult and Whitescale Society are not included. Attempts to gain information through these factions will automatically fail.

Brass Tiger Company: “One of our brigades chased a band of Frost’s ogres all the way across Abanasinia on contract from the mayor of Long Ridge. We lost them at Goodbay, and the locals said they got on the backs of white dragons and took off toward the big storm out over the Straits. So much for that contract, huh?”

Ergothian Merchant Marine: “The Gale has begun to move. Three of our ships were caught in the outer ring, and only one ship escaped. A midshipman claims he saw white dragons flying in the midst of the storm!”

Knights of Neraka: “We are no longer allied with the White. Drawde was a fool to have trusted any agreement with that monster. However, we are aware of renegade talons of Dark Knights making their way to the Straits of Algoni. There is nothing there but the Gale!”

Knights of Solamnia: “The crossing from Northern Ergoth to the port of Caergoth has been declared unsafe by our sailors. The newly crowned Duke of that fortress-city writes in a letter to Lords Lorimar and Tasgall that the Gale has grown in intensity, and we are unable to send our Kingfishers and Clerists from Sancrist to aid them. We suspect the White is responsible.”

Legion of Steel: “One of our cells in Zaradene reports that Whitescale Society agents were heading offshore, directly for the Gale. Ordinarily, this would be a sign of madness. But the winds from the Gale are shifting, so who knows?”

Malfesan Horde of Qlettaar: “An agent of the Whitescale Society approached us and said the Horde should gather on the western coast. He said Frost’s storm was coming. The Horde no longer listens to the Whitescale Society, so we put the agent to the sword.”

ASK AN NPC FOR HELP

This option is open for those parties that do not have access to high-level divinations or don’t feel comfortable (or equipped) to deal with the Planar Observatory. It’s also a good option if the heroes have formed strong relationships with many of the non-player characters in this adventure but don’t have sufficient levels in their faction ratings to draw assistance from the larger organizations. Some suggestions are provided below.

Lady Jennetta Aurrafil (Chapter One): The Mistress of the Light in Kalaman doesn’t have the capacity for casting spells above 5th-level, but her connection to Gilthanas was once strong; she may be a very useful ally if the heroes haven’t been able to convince the elflord to work with them. Lady Jennetta’s position in the Holy Order of Shinare may also be of considerable benefit if the heroes need to broaden their network of communication. By the time this chapter opens, she has acquired another three

tablets of Shinare from the Holy Order that she will lend to the cause.

See also “Scene: Day One—A Crisis of Faith,” page 234, for more information about Lady Jennetta.

Kiro Dorova (Chapter Two): The sylvan mage from the Legion of Steel is also an accomplished diviner and has *discern location* available to him. His *Rite of Life-Speech*, one of the sylvan rites his tradition practices, also allows him *commune with nature* three times a day; if this spell is cast along the coastline of Solamnia, Abanasinia, or Southern Ergoth, it could reveal the increased intensity of the Gale. Kiro is also quite capable of assisting the heroes in operating the functions of Bastion, assuming they allow him to become attuned.

Lyim Rhistadt (Chapter Three): The former foe of the Orders of High Sorcery and current tree-oracle of Bastion is capable of providing substantial knowledge to the heroes if they need it. Lyim will, of course, ask that he be returned to normal (which may anger the Orders of High Sorcery), but if the heroes are at an impasse, his cooperation may be just what they need.

Aracoe Pathfinder (Chapter Four): Assuming the heroes freed the Kagonesti chief from his *allomanya* addiction and helped him to establish his people in Baleph, they might ask him for additional assistance. He has a small group of druids, rangers, and griffons on his side, as well as the *Ram’s Horn of the Elderwild*—which could prove to be of great help in the coming battle.

Sir Paladian Dragonhelm (Chapter Five): Although the new Lord of Eastwatch is still wet behind the ears, he embraces any challenges before him. If the heroes desire additional Solamnic assistance from Southern Ergoth or Sancrist, Sir Paladian is their best bet in the absence of a sufficient faction rating.

Dolmen Scalecarver (Chapter Six): If the heroes ran into the rogue scion in Eastport, they might think to ask him for assistance in locating the Rimeberg or Frost. However, he has vanished; the scion is already at the Rimeberg and will appear later in this chapter (see the scene “Dolmen and Viktor,” page 248).

RECRUIT A DRAGON

There are a number of dragons, ranging from the most wicked and hateful to the most helpful and wise, which the heroes may have encountered during their travels through the previous chapters. Recruiting the aid of a dragon is an excellent idea, and the most likely choices are listed below. Because each dragon is a powerful creature in its own right, any wyrm called upon to aid the heroes will be a peer, not a cohort or servant. Treated with the appropriate respect and diplomacy, and perhaps a share in any treasure, these dragons will be more than willing to deal with Frost and his minions. For the most part, only one dragon will assist the heroes, although if they appeal to more than one it’s possible that the others will aid them behind the scenes. Regardless, you should avoid having more than one older dragon (or more than the three young adult silver dragons) accompany the heroes at any point.

Fume (Lorrinar): If the heroes are really daring, and somehow managed to convince Fume early in the adventure that working with them (and the Legion of Steel) was worthwhile, the Green Recluse may assist them further. His involvement will probably only extend to sending along Lahutians as a military force, which should bolster faction attacks in as many as three locations for a few days (Attack +2 bonus). Bringing Fume into the picture will ensure the heroes don't get aid from such good-aligned dragons as Clang and Sirdar, though, so they should consider how it would affect their standing elsewhere. Also, if the Prodigal Wyrms Ending is used, Fume is involved in the last scenes of this chapter, so keep that in mind.

Clang (Shatraklanng): The newly-declared Guardian of Bastion has no love for Frost and will be quite pleased with the offer to join the heroes against him. Her knowledge of arcane matters may be of tremendous help, especially given her experiences with travel in the Gray and towards the other planes. If summoned or invited, Clang gracefully accepts, but she chooses to remain on Bastion until the point at which she will be needed (and can use a portal to arrive).

Sirdar (Sirdaripatinja): If the heroes have met the bronze dragon of the Christening Spring on Cristyne, he might have grown sufficient confidence after Sylvana's downfall to answer their call. Sirdar is still very vulnerable to intimidating attacks or threats from Frost, so he will not join the heroes in any final battle against the White. However, he is more than happy to aid them in getting to the Rimeberg, organizing factions, and carrying out other useful roles.

Viktor Chiaroscuro (Adumbrant): If the shadow dragon and the heroes maintained fairly amenable relations at the end of Chapter Four: Darkness over Cristyne, then they might think to contact him. Viktor's role in the story is much larger than they think, however, and he will appear later in this chapter (see the scene "Dolmen and Viktor," page 248). Until then, he remains missing, and the Syndics in Merwick can only pass on that he seemed preoccupied with his astrology.

Silver Dragons: If the heroes have access to the *Ram's Horn of the Elderwild* (or Aracoe Pathfinder, who may now bear it in his role as leader of the Kagonesti), they can use it to call for silver dragons in the West. For this chapter, allow the heroes to call three young adult silver dragons (statistics as described in the *Monster Manual*) named Winterglow (male), Daggerbright (male), and Glimmer (female), who are eager to join the heroes in their fight. These young dragons can serve as mounts for good-aligned heroes, especially elves or Knights of Solamnia, but their youth will be reflected in their inexperience in dealing with truly powerful foes such as those found in the Rimeberg.

THREATEN FROST THROUGH GILTHANAS

Knowing that the White Overlord can see through Gilthanas's eyes, the heroes might think to call Frost out by threatening him through the dragon vassal connection.

This stands a fairly good chance of provoking an assault with spells from Frost to teach them a lesson, though it will not draw the White out into the open. Indeed, the link is a significant hindrance to the heroes for the time being, something that Gilthanas will remind them of if they talk to him about it in Bastion (where the link doesn't function). Clever characters could come up with other ways to disrupt the link, chief among these being to render Gilthanas unconscious, ethereal (which, as it represents a shift away from the Mortal Realm, cuts the link), or deprived of his senses (blindfold, earplugs, etc.).

THEFT OF GODLY MAGIC

The series of events leading up to the final confrontation with Frost begins once the heroes have come up with a plan or an initial first move. This section details Frost's plan to rob the gods of the power they send to their servants along the path of faith and commitment, essentially using his evolved *skull totem* and the negative energy of the Gale to hijack this divine energy and channel it into himself.

BACKGROUND TO THE THEFT

Important Rules: Planar Traits (impeded magic), Chapter 5: Campaigns in the *Dungeon Master's Guide*; Spellcraft skill, Chapter 4: Skills in the *Player's Handbook*.

During the War of Souls, Frost witnessed first-hand the effects of the Queen of Darkness's vile plan to use the souls of the dead to steal magic from those who were able to use it. He recognized that necromancy had a hand in this process, and when Takhisis was defeated and the gods returned to Krynn, Frost understood that he would need to somehow acquire this ability in order to survive the new era.

Although the idea of using the *skull totem* to gather power was Frost's, it was Chemosh, the Lord of Bones, who suggested the modifications necessary in order for the White to actually hijack godly magic. Cunning as always, Chemosh made sure this would not affect his own faithful, thereby ensuring that his clerics would dominate all others. Frost either does not know about this detail or doesn't care about it; as far as he is concerned, the return of the gods is the greatest opportunity to acquire power to ever occur.

HOW THE THEFT WORKS

Frost's *skull totem* acts as an antenna, drawing in divine power as it is sent by the gods to the clerics, druids, paladins, rangers, and even Wizards of High Sorcery on Krynn. The immediate effect of this is that all spellcasters who gain their power from the gods (including Wizards of High Sorcery but not renegade or untested wizards) are considered *impeded*. This means each time the character casts a spell, he must make a Spellcraft check (DC 20 + spell level) in order to successfully cast it. The DC of the Spellcraft check increases by +1 for every one of the dragon skulls Gilthanas has in the *dragonpurge amulet* (up to +10) and by +1 for every day after the first that the effect is in place. If Gilthanas is on another plane, such as Bastion, or is no longer carrying the *dragonpurge amulet*,

there is no additional DC increase from the *dragonpurge amulet*.

In addition to the impeded magic, each day that the effect is in place, the effective caster level of all affected spellcasters is reduced by –1 for the purposes of determining variable spell effects such as duration, damage, and range, as well as spells per day. Thus, on the third day of the Theft, a 10th-level cleric casts spells as a 7th-level cleric, losing access to 5th-level spells in the process. In the case of Wizards of High Sorcery, only effective levels of the Wizard of High Sorcery prestige class are affected, reducing bonus spellcaster progression but not the base wizard class's caster level. A wizard 10/Wizard of High Sorcery 2, with an effective caster level of 12, would cast spells as a 10th-level wizard on the third day of the effect, not a 9th-level wizard, because only two effective caster levels come from the prestige class.

The Theft has no effect on supernatural or spell-like abilities of classes. Paladins and clerics retain their ability to turn undead; druids retain their wild shape abilities and so forth. While these abilities also come from faith in the gods, there is sufficient power inherent in the character's faith to maintain these for the duration of this chapter. Of course, should Frost achieve his goal, these abilities are likely the next to go.

OVERCOMING THE LOSS OF GODLY MAGIC

While the Theft does have a significant effect on the capabilities of clerics, druids, and other divine spellcasters, there are ways to circumvent the loss of caster levels in this chapter. The following are the two most attainable methods.

Gilthanas, connected as he is to Frost and Frost's *skull totem* through the dragon vassal link, provides a channel for the heroes to draw upon the stolen magic. As long as they remain within 30 feet of the elflord, their effective caster level is normal. For each additional 30 foot increment from Gilthanas, one effective level penalty remains. Thus, a 10th-level cleric who is suffering a –3 penalty to his effective caster level has all of his normal spellcasting within 30 feet of Gilthanas. If he moves out of range, his effective caster level drops to 9th-level between 30 feet and 60 feet, 8th-level between 60 feet and 90 feet, and 7th-level between 90 feet and 120 feet.

Gilthanas can only hold off the growing power of the Theft for a number of days equal to the number of dragon skulls he has stored within the *dragonpurge amulet*. For each day beyond that, the effect grows by one as normal. For example, if Gilthanas only has the five metallic dragon skulls in the *amulet*, by the sixth day those who are within 30 feet of him will still suffer a –1 penalty to their caster level. If Gilthanas does not have the *dragonpurge amulet* for some reason, he can hold off the Theft for only 12 hours.

The other means of overcoming the Theft is the *scale of proxy* that the heroes may have acquired from Glacier in Chapter Six: Devastation in Khimel. Because the *scale* affords a direct link (albeit one-way) from Frost, it acts similarly to Gilthanas's dragon vassal connection. Any character in possession of this item can ignore the reduced

caster level penalties and other effects of the Theft. Unlike Gilthanas's channel, the *scale of proxy* enables the bearer of the item to ignore the effect of impeded magic and Spellcraft check requirement, but it does not have the ability to assist more than one character at a time.

These methods may not be immediately obvious to the players, but a DC 30 Knowledge (arcana), Knowledge (the planes), or Knowledge (religion) check will inform them that the presence of a direct link to Frost's *skull totem* should allow the Theft to be offset or ignored altogether.

SCENE: DAY ONE—A CRISIS OF FAITH [EL 21]

This scene introduces the Theft of Godly Magic to the heroes, brings back Lady Jennetta Aurrafil, and sets the scene for the rest of the adventure. It should be run as soon as the heroes seem to have come up with some sort of plan, but before they have moved on it. Give them some time first to think about who to contact after their encounter with Rasca. Because this scene involves one of the *tablets of Shinare*, if the heroes are split up with only one group possessing a *tablet*, that group will be the one that plays through this scene.

Read or paraphrase the following:

The familiar scratching sound of the *tablet of Shinare* alerts you to a message. The business-like script of Lady Jennetta Aurrafil, high priestess of Shinare in Kalaman, appears on the *tablet's* surface. It reads:

My friends, I contact you now in a time of great calamity. Here in Kalaman, we priests feel a pull upon the string of fate that links the gods and ourselves. Our miracles and blessings, given in return for our devotion, have begun to lack the power they once had. It can only be our common foe, the wyrm who already holds my dearest friend Gilthanas in his claws. Not content to bring icy doom to the West, he seeks to steal the power of our faith from under the very watch of the gods! I fervently implore you, make haste to reach your confrontation with him and gather the forces you have collected, for even now his arms reach across the world and leave violence trailing in their wake.

As if in response to the message, the *tablet* grows suddenly chill, and a coating of ice crystals forms over the graphite surface. The air also plunges in temperature, and the scratching sound comes again:

He knows. He knows! They are all around m
The scratching sound stops.

The Setup: Lady Jennetta has been watched for some time by the Whitescale Society. By warning the heroes of the onset of the Theft of Godly Magic, she has tipped her hand. The three masters of the Whitescale Assassin orders, accompanied by two adepts of each Order, have been sent to Kalaman to kill Lady Jennetta and all of her priests and acolytes. Because the heroes by now possess all manner of

means—from *teleport* spells to Bastion's portals—to get across the continent to the priestess's side, it's very likely that racing in to save her, or *scry* upon her location, will be the heroes' next step.

If the heroes make haste, they will reach the Temple of Shinare in Kalamán (see **Chapter One: Marsh and Tree to Kalamán**) in time to help Lady Jennetta against the assassins. If they wait more than 10 minutes, they will be too late; they can still reach the Temple in time to catch the assassins before they depart, but Lady Jennetta will have been murdered. If they wait more than 20 minutes, not only will the assassins be gone, but all acolytes in the Temple will also have joined Lady Jennetta in death.

Note: The effects of the Theft are in place; it is considered Day One. Keep this in mind when you run the combat with the Whitescale assassins. If Gilthanas is with the heroes, he no longer has any power over the assassins and is just as likely to be attacked by them now as the heroes are.

Creatures: If the heroes have already encountered (and even defeated) these three, they might be shocked to see them again. Frost has used his *skull totem* to gather the threads of Chaos again, if necessary, and now Cang (CE male anarchic tiefling rogue 2/sorcerer 8/assassin 6), Jow (CE male anarchic tiefling rogue 10/assassin 6), and Shen Belaurus (CE female anarchic tiefling rogue 2/mystic 8 of Time/assassin 6) enjoy additional powers thanks to their totem enhancement.

☞ Lady Jennetta Aurrafil: hp 22 (usually 66), see page 284

☞ Cang Belaurus, totem-enhanced: hp 68, see page 328

☞ Jow Belaurus, totem-enhanced: hp 74, see page 332

☞ Shen Belaurus, totem-enhanced: hp 82, see page 335

☞ Whitescale Claw (2): hp 35, see page 290

☞ Whitescale Fang (2): hp 45, see page 347

☞ Whitescale Talon (2): hp 37, see page 348

Tactics: When encountered, the Masters will be spread around the interior sanctum of the Temple with Lady Jennetta cornered, wounded, and only her 0-level, 1st-level, and 2nd-level spells remaining. She has no acolytes with her, as she had been communicating with the heroes alone. When the heroes arrive, the Masters divert their attention immediately to them, leaving the six adepts to finish their work on the priestess. Jow relies on his siblings to set up flanking situations for him, while Cang and Shen employ spells to hinder and weaken their opponents. All three Masters know they have no chance at using their death attacks, so they instead count on their poisonous blades and combat gear. They reserve their smite ability for knights and other characters with a reputation for lawful attitudes.

Development: If the heroes defeat the Masters, their bodies will fly apart as the wrinkle in the River of Time finally straightens. This has a dramatic effect upon any surviving Whitescale assassins in the vicinity; they will collapse, nauseated, for 1d6 minutes. The heroes will not be able to glean much information from any survivors,

who state only that Frost sent them to Kalamán in order to draw the heroes out.

If Lady Jennetta survives, she explains the effect upon her clergy as being like “the threads of faith pulled from between us and the gods;” she suspects that Frost is drawing it to him for some nefarious or cataclysmic purpose. She cannot explain why it is that the gods themselves do not intervene, but Frost's theft of this power had to have divine backing of some kind. The Dragon Overlord has made the first move, and his forces are about to follow suit.

If Lady Jennetta does not survive but one or more of her acolytes do, they will explain it more or less in the same terms as their mistress would. They implore the heroes to do something about this, then they focus their efforts on preparing Jennetta's soul for its passage through the Gate of Souls. The acolytes do not have a faction's resources, but they can offer the heroes minor healing and other services if asked.

Once the heroes have taken care of affairs in Kalamán, it is time for them to go forward with their plans. Go to the section “Gathering the Factions” for details.

Factions: Although it may not seem as if it makes much difference at this point, this encounter does have an influence over faction ratings.

Defeat the Masters: +2 BT, +2 EM, +2 LS, +1 KS, -2 WS, +0 all others

Fail to stop the Masters from killing Lady Jennetta: -2 BT, -2 EM, -2 LS, -1 KS, +1 WS, +0 all others

Fail to stop the Masters from killing the other priests: -1 BT, -1 EM, -1 LS, +0 KS, +1 WS, +0 all others

Experience Awards: This encounter provides the standard award for defeating the Masters. Even if they have encountered them before and have received experience for overcoming them, their increased power and the change in circumstances warrants the additional benefit.

GATHERING THE FACTIONS

Now that the heroes have earned sufficient influence over a number of factions in the West, they can make use of it to challenge Frost's plans. Depending on the path that the Gale is taking, one or more factions will be able to field armed opposition to the dragonspawn and ogres who accompany the Gale's passage. The more successful the heroes are at managing their factions in this chapter, the more likely they are to prevent Frost from causing widespread destruction.

Before running this part of the adventure, which may occur simultaneously with the heroes' own smaller scale activities, you should be familiar with how the faction rules work (see **Factions and Intrigue**, page 20). In particular, you will need to know how to adjudicate the mustering of faction armies and how to conduct faction-wide attacks.

MILITARY FACTIONS

The following factions have military strength that can be brought to bear against the Whitescale Society and Wichtlani Ghoul Cult:



Brass Tigers: Brass Tiger Company mercenaries are active along most of the coastline that the Gale could potentially travel. Thus, they are helpful in all possible routes, although they do not have the resources or numbers the Dark Knights or Knights of Solamnna have.

Ergothian Merchant Marine: The Ergothians are very strong along the Straits of Algoni, the path that the Gale takes towards Palanthas or the Dragon Isles, but weak in other areas. Their strength lies in their naval forces, so they are incapable of repelling land forces or supporting towns and cities.

Knights of Neraka: The Dark Knights continue to have forces active along the New Sea in enclaves that have yet to be driven out by the Solamnna reclamation. This should be of help if the Gale is heading toward Schallsea or Sanction.

Knights of Solamnna: The Solamnns have experienced armed forces along the western coast of Solamnna, which makes them of the greatest assistance if the Gale heads towards Palanthas or the Dragon Isles.

Legion of Steel: Like the Brass Tigers, the Legion of Steel has cells along coastal regions of the mainland and Abanasinia. Their military strength is average, so they could be a good second choice if the heroes are unable to field armies from the Knights of Solamnna or the Dark Knights.

Malfesan Horde: The Horde is strong along the northern New Sea and will be of great help if the Gale is heading toward Sanction, less so toward Schallsea. Because the Horde is chaotic and unpredictable, they are difficult to motivate towards a single goal for long, but they are quite potent.

SOCIAL FACTIONS

The following factions have diplomatic, infiltration, or political strength that can oppose the Whitescale Society agents in important areas. Making use of these factions in this manner can hold off destabilization, which in turn enables Ansalon to recover quickly and rid its leaders of *allomanya* addiction.

Brass Tigers: Although their primary role is military, Gwynneth Cordaric's Brass Tigers have adopted their founder's attitude toward networking and becoming a part of the local community. Unlike the Legion, they have no guiding principles other than profit and glory, but this is often enough to mobilize commonfolk into a temporary militia.

Ergothian Merchant Marine: With a thousand years of experience at handling maritime trade and commerce, the Ergothians are an influential force in the West. Their presence, if given sufficient direction, can offset or even eliminate the Whitescale Society presence in a given port.

Legion of Steel: Practiced at infiltration and subterfuge, the Legion is strong in the West if communication and networking is maintained. Legion cells in various cities are capable of influencing local politics, at the risk of being discovered or their reputation being tarnished.

Knights of Neraka: The influence of the Dark Knights over the west has waned, although they are still powerful in Abanasinia and (until recently) Southern Ergoth. If

the heroes make contact with and recruit this faction for the cause, their assistance will likely come in the form of armed yet isolated groups of knights exerting strong pressure on nobility and community leaders.

Knights of Solamnna: Because of their reputation as diplomats, leaders, and generals, members of the Orders of the Sword and Rose are able to command some influence over many western towns and cities. They are a shining hope to the downtrodden, which makes attempts to bolster the morale of the people easier for Knights of Solamnna.

COMMUNICATING WITH THE FACTIONS

In order to get the greatest benefit from their factions, the heroes need to be able to communicate with faction leaders. The factions themselves have their own internal networks and means of getting information to each other, but unless the heroes can directly communicate with the leadership, there will be delays. At this stage in the adventure, all factions are in a state of alert, so most of them will be expecting some word from the heroes if the heroes have a positive faction rating with them.

The *tablets of Shinare* are the most ideal method of getting in touch with the factions. If the heroes have not shared these items with faction leaders, other spells may be employed, such as *sending* or *telepathic bond*. Alternately, the heroes may employ *teleport* or similar spells to actually meet with faction leaders in person. Once the heroes have established the chain of contact, they can proceed with their orders. Remember to factor in such things as the Theft of Godly Magic when considering the heroes' faction network. Fortunately, the *tablets* function as they always do, but clerics and even Wizards of High Sorcery may experience a reduction in their capabilities.

SPECIAL FACTION ORDERS

In addition to the standard array of orders given in *Factions and Intrigue*, page 24, the heroes may use the following special orders in this chapter.

Evacuate [Martial]

Cost: 3 actions

DC: 15

Prerequisites: None; +5 bonus to faction check if faction has Mustered or Infiltrated community.

Effect: This order evacuates the community of a majority of its inhabitants. With a successful check, 70% of the community escapes to safety from the Gale and/or assaults. For every 5 the check is succeeded by, an additional 10% of the community is evacuated (up to 100% with a successful faction check of 30).

Rating Modifier: If the evacuation is successful, the players' faction rating with the appropriate faction increases by +1. If the evacuation is unsuccessful, their faction rating with the appropriate faction decreases by -1.

Purge [Social]

Cost: 2 actions

DC: 15

Prerequisites: Successful Agitate action.



Effect: With this action, which must follow an Agitate action, the faction purges the community of any *allomanya* addiction, and quantities of the serum are destroyed. No more *allomanya* blooms are possible in the community unless the Whitescale Society or Wichtlani Ghouls successfully Agitates the community.

Rating Modifier: If the purge is successful, the players' faction rating with the appropriate faction increases by +1. If the purge is unsuccessful, there is no change to their faction rating with any of the factions.

SIGNPOSTS: THE PATH OF THE STORM

This section details the four paths the Gale takes when Frost sets off for the destination determined by the Ice Key. The Ice Key held clues as to which of the four destinations Frost is traveling to: Schallsea, Sanction, Palanthas, or the Dragon Isles. This location is one that Frost has determined to be the most mystically significant for his purposes. Refer to the "Paths of the Storm" map and to *The Dragon and the Elflord* chapter for more information about these locations and their meaning in the context of this adventure. Each path describes the course of the Gale's progress, notable locations, and assaults by Frost's Whitescale Society.

KEY TO THE PATHS

Number of Days: The time it takes for the Gale to move from its starting location to its destination. The speed of the Gale varies depending on whether it hugs the coastline or moves through open water; on average, the storm and the Rimeberg within it move at a rate of 15 miles per day.

Major Settlements Affected: These are the populated areas the storm passes by and are exposed to the hurricane-force winds and effects. While the Gale is in

the area, the settlement experiences powerful winds, a downpour, the occasional blizzard or tornado, and flooding (see "Features of the Gale," page 240). For the purposes of this adventure, the settlements are assigned sizes based on the population numbers in the *Dungeon Masters Guide*, which may be useful for faction combat and determining losses (see *Factions and Intrigue*, page 25).

Key Events: This is a timeline of the major locations and the dates on which the storm passes them. Each date includes an event that may be dealt with by the heroes' factions (see "Faction Events," page 239), together with modifiers to applicable faction checks.

TOWARDS SCHALLSEA

*The heart of Chieftain's daughter beats
yet steady upon this peaceful isle
where silver stair and sacred streets
rebuken the soul of evil's guile.*

Number of Days: 9

Major Settlements Affected: Zaradene, North Keep, Castle di Estra, Crossing, Port O' Call, Citadel of Light

Key Events: The following timeline provides brief details about faction-related events that the heroes may or may not act upon.

Day Two: Zaradene (Small Town, 1,894)—dragonspawn assault (Attack +1)

Day Six: North Keep (Village, 420)—dragonspawn assault (Attack +1)

Day Seven: Port O' Call (Large Town, 4,681)—dragonspawn assault (Attack +2), ogre assault (Attack +3)

Day Nine: Citadel of Light (Small Town, 1,152)—dragon assault (Attack +4), *allomanya* bloom (Agitate +2)

TOWARDS SANCTION

*Three sentinels of fire and ash
Stand watch above this city's pride
Where dragon, god, and mortal clash
Whilst molten rock enters the tide.*

Number of Days: 17

Major Settlements Affected: Zaradene, North Keep, Castle di Estra, Crossing, Port O' Call, Citadel of Light, Firstward, Qué-Ash, Lorkinish, Arl's Watch, Despair, Queen's Shield, Saltcove, Dangling Sword, Thrusting Knife, Sanction

Key Events: The following timeline provides brief details about faction-related events that the heroes may or may not act upon.

Day Two: Zaradene (Small Town, 1,894)—dragonspawn assault (Attack +1)

Day Six: North Keep (Village, 420)—dragonspawn assault (Attack +1), dragon assault (Attack +1)

Day Seven: Port O' Call (Large Town, 4,681)—dragonspawn assault (Attack +1), *allomanya* bloom (Agitate +1)

Day Nine: Citadel of Light (Small Town, 1,152)—dragonspawn assault (Attack +2), *allomanya* bloom (Agitate +1)

Day Twelve: Arl's Watch (Large Town, 3,875)—ogre assault (Attack +3)

Day Fifteen: Queen's Shield (Large Town, 2,072)—ogre assault (Attack +3)

Day Sixteen: Saltcove (Village, 766)—dragon assault (Attack +3), dragonspawn assault (Attack +1)

Day Seventeen: Sanction (Large City, 20,132)—dragon assault (Attack +4), dragonspawn assault (Attack +2)

TOWARDS PALANTHAS

*For marble halls and noble walls
This jeweled city's famous for
Sheltered when a Kingpriest falls
A bright horizon on Solamnia's shore.*

Number of Days: 22

Major Settlements Affected: Vocalion, Eastport, Serval, Caergoth, Lockhart, Starport, Gwyntarr, Portsmouth, Witdel, Gander, Hargoth, Hylo, Ryx, Lodestar, Gates of Paladine, Palanthas

Key Events: The following timeline provides brief details about faction-related events that the heroes may or may not act upon.

Day Three: Caergoth (Metropolis, 26,974)—*allomanya* bloom (Agitate +1)

Day Five: Gwyntarr (Village, 688)—dragonspawn assault (Attack +1), dragon assault (Attack +1)

Day Six: Portsmouth (Village, 879)—dragonspawn assault (Attack +2), *allomanya* bloom (Agitate +1)

Day Ten: Hylo (Small City, 10,530)—dragon assault (Attack +3)

Day Fifteen: Ryx (Hamlet, 253)—*allomanya* bloom (Agitate +3)

Day Nineteen: Gates of Paladine (Small Villages on coast, 2,007)—dragon assault (Attack +3), dragonspawn assault (Attack +2)

Day Twenty-one: Palanthas (Metropolis, 32,441)—dragon assault (Attack +4), dragonspawn assault (Attack +3), *allomanya* bloom (Agitate +3)



TOWARDS THE DRAGON ISLES

*From warmer waters bright as glass
Rise towering islands of mighty stone
Gold, bronze, and silver, copper and brass
Call this ancient realm their home.*

Number of Days: 28

Major Settlements Affected: Vocalion, Eastport, Serval,

WHAT IF THE GALE REACHES ITS DESTINATION?

ALONG the route to Frost's intended destination, the towns and cities of Ansalon are struck by hurricane-strength winds, attacks from dragonspawn, and raids from ogres and Wichtlani elves. While the effects of these are easily determined with the existing faction rules, what about the final destinations themselves?

If the Rimeberg reaches the Dragon Isles, Palanthas, Sanction, or Schallsea, the Gale strikes that location with full force. The events described under each path's timeline for the final day occur each day until the location is overcome or destroyed. Typically, this will

take from three to six days, so the heroes must act quickly. Local forces, even in the Dragon Isles, will be insufficient to properly resist the attacks unless the heroes leverage their factions to aid them. For this reason, it will be important to stress to the players early in the timeline that the towns and villages along the route are in grave danger.

You may want to play out one or two scenes in these settlements, but the heroes should be focused on seeking out Frost in the heart of the Gale. This is what their faction alliances are for!

Caergoth, Lockhart, Starport, Gwyntarr, Portsmouth, Witdel, Gander, Hargoth, Hylo, Ryx, Dragon Isles

Key Events: The following timeline provides brief details about faction-related events that the heroes may or may not act upon.

Day Three: Caergoth (Metropolis, 26,974)—*allomanya* bloom (Agitate +1)

Day Five: Gwyntarr (Village, 688)—ogre assault (Attack +1), dragon assault (Attack +1)

Day Six: Portsmouth (Village, 879)—dragonspawn assault (Attack +2), *allomanya* bloom (Agitate +1)

Day Ten: Hylo (Small City, 10,530)—dragon assault (Attack +3)

Day Fifteen: Ryx (Hamlet, 253)—dragon assault (Attack +3), *allomanya* bloom (Agitate +3)

Day Twenty-Eight: Dragon Isles (69,013 and 521 metallic dragons)—dragon assault (Attack +4), dragonspawn assault (Attack +3)

EVENT DESCRIPTIONS

Allomanya Bloom: This event signals a surge in the *allomanya* addiction within a city or town, chiefly among the nobility or ruling members, but also among merchants, city watch, and other officials. Through careful control of the distribution channels, the Whitescale Society initiates a temporary scarcity of supply, blocking addicts from their next dose, and bringing about destabilization at a time of potential storm disaster. Each bonus to an Agitate action represents 5 key individuals in the location (LN male and female noble 12) who are causing problems because of their withdrawal symptoms and desperation. Direct intervention (rather than faction orders) may involve the heroes seeking out and dealing with these individuals before the community suffers long-term effects.

Note: If the Ice Key reveals that Frost's motivation is the White Apocalypse, then one of the scenes in that Ending takes place in one of these affected towns.

☞ *Allomanya*-addicted noble: hp 58, see page 358

Dragon Assault: This event represents an assault upon a community by white dragon invaders (CE male young adult white dragon barbarian 8) and/or totem-enhanced dragons (CE male adult anarchic gold dragon) in the case of the "Bride of Gellidus" ending, page 249). Each bonus

to an Attack action indicates two white dragons or one totem-enhanced gold dragon involved in the assault. If the heroes intervene directly, rather than using factions to counter the attack, they can attempt to deal with the dragons in personal combat.

☞ White dragon invader: hp 242, see page 361

☞ Totem-enhanced adult gold dragon: hp 264, see page 360

Dragonspawn Assault: This event involves a small army of white dragonspawn raiders (mob of CE male white dragonspawn fighter 8). There is one mob for each bonus to an Attack action that the event provides. These dragonspawn would make short work of any small community, but the heroes can intervene either directly (in combat) or indirectly (using their factions).

☞ Mob of white dragonspawn: hp 195, see page 359

Ogre Assault: This event represents a strike force of ogre reavers (CE male ogre rogue 3/fighter 7) who rely upon terror attacks and property damage to spread fear in coastal communities. Each point of bonus to an Attack action represents 10 reavers in the strike force. As is the case with the other events, the heroes can deal with these threats in person or through their factions.

☞ Ogre reavers: hp 127, see page 360

THE GALE

Frost's iceberg fortress lies at the heart of a tremendous storm known as the Gale. Hurricane-force winds, occasional blizzard-like conditions, and near-constant lightning characterize the storm. Until Gellidus relocated his lair to its center, the Gale was merely a shipping hazard spinning in one place between Solamnia and Southern Ergoth. Now it is a massive whirling engine of negative energy, drawing in the power of the gods, and the last obstacle between the heroes and their foe.

HISTORY OF THE GALE

The Gale has existed since Frost transformed Southern Ergoth into his icy realm. Scholars believed that the dramatic change in climate over the Straits of Algoni caused the endless storm, but they did not guess the extent of it. Realizing that Solamnia and the mainland would prove to be a major threat to his growing dominion,



Gellidus used his *skull totem* early on to create the giant storm and position it to achieve the maximum amount of interference.

Although its magical origin was not suspected, a few of the more intrepid explorers, sea captains, and sorcerers of Ansalon felt drawn to its location. Perhaps because of the relatively mundane origin that had been given to it, a growing number of people failed to properly respect its strength. Many ships have been lost to the Gale since its creation, and even dragons have fallen victim to the whirling tempests.

Naturally, such a potent vortex of violent weather is a substantial resource to a dragon like Frost. As part of his negotiations with the Lord of Bones, and the necromantic modifications to his *skull totem*, Gellidus has infused the Gale with a potent stream of negative energy. He uses this vortex to assist him in drawing in the divine energy flooding between the gods and their mortal servants.

GETTING TO THE GALE

Originally, the Gale spun endlessly in the Straits of Algoni at the entrance to the New Sea. With Frost's plan finally coming to fruition, the White has started the Gale moving and set its course toward one of the four locations determined by the Ice Key. Without any prior investigation, the heroes' only chance of finding the storm is by heading in the right direction—along the western coast of Solamnia (if the Gale is headed towards Palanthas or the Dragon Isles) or the western channel of the New Sea (if the Gale is headed towards Schallsea or Sanction). Use the information provided in "Path of the Storm," page 237, to determine its exact location.

Flight or sea travel is perhaps the easiest way to get to the Gale. If the heroes have gained the service of wyverns, griffons, or dragons, they can attempt to enter the storm using these creatures as mounts. Because of the powerful winds, however, flying creatures may become checked or swept away upon reaching the midstorm. Magical flight carries the same risks. Ships, too, face many hazards in the storm, but a skillful helmsman with the assistance of high-level magic (such as *control weather*) might make it through to the Eye of the storm.

Another option for adventurous heroes is to take an underwater route. Unfortunately, the Gale creates a violent spin in the water beneath the hurricane, sweeping it up into the storm as vapor, so submersed heroes may find themselves carried up into the Gale and thrown into the upper reaches of the storm. The negative energy effects of the Gale extend underwater, also.

FEATURES OF THE GALE

Important Rules: Weather (Storms, Wind Effects) Chapter 3; *Adventures in the Dungeon Master's Guide*; Cold Hazards, Chapter 8; Glossary in the *Dungeon Master's Guide*; Spellcraft skill, Chapter 4; Skills in the *Player's Handbook*.

Although Frost's storm behaves in many ways like a tropical cyclone, it differs from certain aspects of those storms, because it originates with the White's own storm-controlling magic, enhanced by the necromantic *skull totem*. Thus, it maintains its tremendous strength and spin despite the climatic conditions around it. The lower section of the storm rotates clockwise around the Rimeberg, a massive magically-fortified planar nexus within an iceberg that, through the *skull totem*, funnels heat away from the Eye and up into the atmosphere while radiating negative energy outward. Thermal currents and moisture sweep inwards and upwards to a tropospheric height of 35,000 feet, creating the vortex. Three separate rings of the storm, accompanied by heavy rainfall, high winds, and blizzard conditions, descend from the upper levels of the Gale. These rings, as well as the Eye itself, are described in more detail below.

OUTER STORM

The outer storm ring of the Gale is 10 miles wide and characterized by winds of up to 70 miles per hour, as well as heavy downpour and cold (but not freezing) temperatures. This is the equivalent of a windstorm, although it is on the very upper limit of that category. All characters in such wind must make a DC 18 Fortitude save or be blown away, knocked down, or checked (see Chapter 3 of the *Dungeon Master's Guide* for wind effects). While the heroes are within the outer storm, they should

THE BEST CAPTAINS in the WORLD

SOME of the most skilled ship captains and vessels in all of Ansalon have appeared throughout this campaign. Here are some examples of captains the heroes may be able to recruit to their cause to sail into the Gale.

- Captain Imogen Heliophan (LN female civilized human noble 5/mariner 5/fighter 2); Ergothian Merchant Marine agent, Chapter Three (Merwick)
- Captain Melas Timarchos (LN male mariner 8/fighter 2), Ergothian Merchant Marine agent; Chapter Five (Zhea Harbor)
- Captain Skullface (CG male venom draconian

mariner 8); privateer and captain of the *Rogue Traitor*; Chapter Three (Merwick)

- Captain Symacca Argyros (LN male mariner 10/fighter 6); amoral Ergothian captain, Chapter Five (Daltigoth)
- Captain Tristan Elderwood (LN male half-elf mariner 7/sorcerer 3/mystic 3); Ergothian Merchant Marine agent, Chapter One (Kalaman)
- Captain Vanyth Swift (LN male civilized human mariner 8/duelist 2); Captain of the *Luckier Maiden*, *Spectre of Sorrows* (Flotsam)

make their checks at the most dramatically appropriate moments, but at least once every 10 minutes. Most small sailing vessels are useless in this kind of weather and would be destroyed if they tried to enter the storm. The larger, more resilient (and often magically reinforced) vessels of the Ergothian Merchant Marine can tough out this ring of the storm, but getting any closer will cause the ship to capsize.

Because of the howling winds and driving rain, Listen, Spot, and Search checks suffer a –8 penalty. Ranged attacks



are impossible, but shipboard weapons such as catapults and ballistae have only a –4 penalty on attacks. A druid or other spellcaster with *control weather* can reduce the winds to a strong category, although they must make caster level checks (modified by the Theft of Godly Magic) every ten minutes against a caster level of 21 to maintain it.

The outer storm has only minor negative energy effects. All spells and spell-like abilities that rely on positive energy (such as *cure* spells) cast within the outer storm function at –1 caster level (in addition to the effects of the “Theft of Godly Magic,” page 233).

MIDSTORM

The middle ring of the storm is stronger than the outer ring, with winds up to 120 miles per hour and temperatures reaching as low as 0 degrees F. These winds are considered hurricane strength, and the frigid temperatures add to the hazard of venturing this far into

the storm. All characters in such wind must make a DC 20 Fortitude save or be blown away, knocked down, or checked (see Chapter 3 of the *Dungeon Master's Guide* for wind effects). They must also make a separate DC 20 Fortitude save every hour to avoid taking 1d6 nonlethal damage from the cold.

The winds, sleet, and fist-sized hail reduce visibility to nothing, and all Listen, Search, and Spot checks automatically fail. No vessel can withstand this, although a druid or other spellcaster who casts and maintains a *control weather* spell can diminish the immediate effects to a severe wind. Caster level checks (modified by the Theft of Godly Magic) are required against a caster level of 21 every ten minutes to maintain the spell.

The midstorm has moderate negative energy effects. In addition to the effects of the outer ring, every ten minutes all living creatures in the Gale's middle ring must succeed at a DC 20 Fortitude save or gain a negative energy level. Creatures that gain as many negative levels as they have levels or Hit Dice are slain and become wraiths.

INNER STORM

The innermost ring of the storm, including the eyewall, is the most violent and hazardous region. The wind here reaches 170 miles per hour or more, and the temperature plummets to –20 degrees F. The vapor from the eyewall condenses into razor-sharp ice crystals that cause 1d6 points of slashing damage for each round the heroes are within the inner storm, and the hurricane-strength wind requires a DC 22 Fortitude save to avoid being blown away, knocked down, or checked (see Chapter 3 of the *Dungeon Master's Guide* for wind effects). The use of the *control weather* spell here will not eliminate the cold or the ice, but it can reduce the wind strength to a windstorm. Only the best Ergothian vessels, with experienced captains, can survive the trip, even with the help of magical weather protection.

In addition to the magical impediment and energy level draining effects of the outer and middle rings, the inner storm has all the properties of an *unhallow* spell (caster level 21st). The Fortitude DC to avoid gaining a negative level increases to 25.

THE EYE OF THE STORM

At the center of the Gale, past the funnel-shaped eyewall that sends all heat and light upwards and outwards to a height of 35,000 feet, is the Eye of the storm. This is a region only three miles wide, dominated by the Rimeberg, a huge iceberg surrounded by strokes of blue-white lightning and whorls of planar energy which provide shadowy illumination. Although there is no wind or precipitation here at all, the pressure is extremely low, and the temperature is at the lowest point in all of Ansalon. All unprotected liquids instantly freeze, and the air is so frigid that those wearing metal armor or large amounts of metal are affected as if

by an empowered *chill metal* spell. Every minute a creature spends in the Eye, it takes 2d6 points of cold damage and 1d6 points of nonlethal damage, in addition to all other cold effects.

Because of the gathering of extraplanar forces and magical channels that the Rimeberg draws in, the Eye of the Gale is blocked to external entry by spells such as *teleport*, as if it were under the effects of a *dimensional lock*. If the caster is familiar with the Rimeberg's specific planar cycle, which requires a DC 40 Knowledge (the planes) check and at least an hour within the Eye itself studying it, these spells will work without hindrance. Bastion cannot be used to create a portal here without the assistance of Gilthanas or some other character with a connection to Frost (such as somebody carrying a *scale of proxy*). Anyone who attempts to *teleport*, *ethereal jaunt*, *gate*, *dimension door*, or use Bastion to open a portal here without this assistance must make an immediate DC 25 Concentration check or be shunted out into the inner storm at a height of about a thousand feet. Success merely indicates that the spell fails, and the character goes nowhere.

The Eye of the storm does not have the same energy-draining necromantic effects as the outer, middle, and inner storm rings do, although the *unhallow* properties of the inner storm are still present here (CL 21).

SCENE: WELCOME TO THE EYE [EL 20]

Run this scene when the heroes make it to the Eye of the Gale. This will be the first time the heroes believe they are face to face with the Dragon Overlord. It should be played fairly briskly, without much time for the heroes to pause and consider their actions. Once the truth behind "Frost" is revealed, the heroes can continue into the Rimeberg and look for their real enemy.

Read or paraphrase the following:

You are at the very heart of the storm, the Eye of the Gale. The Eye, surrounded on all sides by the nigh-impenetrable eyewall and laced with lightning, also features the tip of an enormous iceberg, into which coruscating lances of energy disappear. The sound is almost deafening, but soon a primal roar of anger splits the din. A monstrous white dragon, larger than any other wyrm you have ever seen, rises from the iceberg below, great wings keeping it aloft. The dragon seems to radiate power, strength, and wrath. This must be Gellidus, known to mortals as Frost—your enemy.

The Setup: Some time ago, using the power of his *skull totem* to enhance his already substantial magical talents, Frost created this *simulacrum* of himself to guard the Rimeberg. Not even Gilthanas is aware of the existence of the *simulacrum*. Although it is essentially just an ice sculpture given a semblance of Frost's form and abilities, it is still a dangerous opponent. Depending on the means by which the heroes arrive at the Eye of the storm, the *simulacrum* of Frost will be encountered either outside of the Rimeberg proper

or beneath the surface of the churning waters of the Eye. The *simulacrum* can make use of the powers of the Gale to aid it, which is why this encounter is considered to have an EL of 18 (see "Tactics" for more information).

Creatures: As the heroes have never actually encountered Frost before, they won't have any immediate reason to distrust the *simulacrum*, although it will radiate an aura of strong illusion magic in addition to any others. The *simulacrum* has the same kind of mental and sensory contact with Frost as Gilthanas or any dragon vassal does, thanks to the presence of a *scale of proxy* within the *simulacrum's* body and the use of the *skull totem* in its creation. Thus, Frost will observe and study the heroes throughout this battle. This *simulacrum* of Frost does *not* have functioning *runes* engraved on its scales, unlike the real one.

☞ **Frost simulacrum:** hp 444, see page 12

Tactics: "Frost" will open up any combat with its icy breath. As a swift action, the *simulacrum* may direct a stream of energy from the eyewall of the Gale to any single target. This is a ranged touch attack using the *simulacrum's* ranged touch attack bonus modified by its Charisma bonus, not its Dexterity (+22). The energy stream is electricity damage, although half of the damage is divine in nature and not affected by electricity resistance. The energy stream deals 15d6 initially, less 1d6 for each consecutive round that it is used. Each round it is not used, the stream recovers 1d6 of damage. Thus, if the *simulacrum* only uses the energy stream every other round, it will consistently deal 15d6 damage when it hits.

On successive rounds, "Frost" will single out an opponent who appears to be a spellcaster and charge them, directed by the real Frost from information he has gained during the course of the adventure. Because it is likely that Frost knows which hero bears the *dragonlance*, he directs the *simulacrum* to avoid that hero for the most part. Each round, "Frost" attacks the chosen target with all of its attacks until the hero dies or "Frost" is forced to shift its attention to another. Essentially, this is an exploratory combat for Frost, although the *simulacrum* has a strong sense of self-preservation and will withdraw if it loses over half of its hit points.

Development: If the *simulacrum* of Frost is killed, it reverts to its ice sculpture form and shatters into countless shards, which are sucked into the eyewall. The *scale of proxy* used to create the *simulacrum* spins in place for a moment before falling towards the sea. The heroes may wish to retrieve this item for its potential benefits later (see "Theft of Godly Magic" and Appendix One: Monsters and Magic for details), which could require some doing if it disappears beneath the waves.

Experience Awards: Although the *simulacrum* is technically considered part of Frost's personal array of resources, this battle should still be worth experience awards for the heroes. Consider the *simulacrum* the equivalent of a CR 20 creature for the purposes of earned experience, especially since the heroes are at a disadvantage in this part of the adventure.

THE RIMEBERG

The Rimeberg is the location of the final battle against Frost and his Whitescale Society. As the last stop in the sequence of events that began back in Pashin (in Chapter One of *Key of Destiny*), the Rimeberg includes features of locations from throughout the Age of Mortals campaign modules. The heroes will need to draw on all of their experience and skills to succeed.

This section should be used hand-in-hand with the “Path of the Storm” and the Ending determined by the Ice Key of the Calantina. Scenes relating to Frost’s motivation are detailed under the Ending; scenes that are independent of Frost’s motivation are included here.

HISTORY OF THE RIMEBERG

The primary instrument in Frost’s plans, whatever the Calantina reading determines them to be, is his necromantic *skull totem*. Not content to house his *totem* in Foghaven or Khimel, Frost moved the column of dragon skulls to the Gale. There, he created an iceberg, placing the *skull totem* at its heart. With the secrets he was given by Chemosh, and his own knowledge of Takhisis’s scheme during the War of Souls, Frost channeled planar energies into the *totem* and the iceberg fortress. The result was the Rimeberg, a nexus of planar energies and the perfect vessel for Frost’s grand plot to outlive his alien cousins.

The Rimeberg was completed during the heroes’ time in the Dragons’ Graveyard. Gilthanas has never been to the iceberg fortress; in part because he has been busy collecting the dragon skulls, but also because it is where his beloved, D’argent, is imprisoned. As such, Frost has forbade him entrance. This means that, if the heroes have Gilthanas with them when they arrive at the Rimeberg, they won’t gain any additional insight into how to reach the inner sanctum.

Frost needed the additional power of the skulls of the first dragons in order to fully awaken the *skull totem*’s capabilities within the Rimeberg. Now that Gilthanas and the heroes have gathered the dragon skulls, the power of the totem may be complete. Ironically, while the skulls of the first dragons amplify the power at Frost’s command, the more power he has channeled into him through Gilthanas, the greater the chance the heroes have of defeating him (see *The Dragon and the Elflord*, page 8).

GETTING TO THE RIMEBERG

Once the heroes have reached the Eye of the Gale and defeated the *simulacrum* of Frost (“Welcome to the Eye,” page 242), they will be able to enter the Rimeberg by one of the outer fissures (“RB1: Outer Fissures,” page 245). This is only the beginning, however; to reach Frost’s inner sanctum, they will need to negotiate the Gyre, the planar bubble within the Rimeberg that holds all of the gathered divine energy. The properties of the Eye and the Gyre make it impossible to transport easily within the area with magic unless the heroes have Gilthanas or a *scale of proxy* with them. If they do not, the heroes will need to fly under their own power or scale the outer surface of the Rimeberg from sea level.

FEATURES OF THE RIMEBERG

The Rimeberg is more than just an iceberg in the middle of a storm. It is a planar nexus within an extradimensional space inside of an iceberg. Frost’s *skull totem* enabled him to tug pocket dimensions, the Gray, the elemental planes, and other extraplanar sources into the Material Plane in order to create his own impenetrable fortress. Certain areas within the Rimeberg do not count as being on the Material Plane for the purposes of spell effects, special abilities, and magic items. These areas are noted below in the individual area descriptions.

GRAY ICE

Surrounding the inner sanctum of the Rimeberg and lining the “floor” of the Gyre is a substance known as gray ice. This material, created by the reality-warping energies inside the Gyre, consists of razor-sharp shards of frozen ethereal matter coating exposed surfaces. Movement within a field of gray ice is halved, and any attempt to move through a section of the crystalline hazard requires a DC 20 Reflex save to avoid taking 1d6 points of slashing damage in addition to 1d6 points of cold damage (no save) from contact with the ice. Anyone attempting to *teleport*, *ethereal jaunt*, *blink*, or otherwise pass magically through a section of gray ice immediately takes 6d6 points of slashing damage as they are literally cut to ethereal ribbons by the ice.

Fire effects that deal 10 or more points of damage will eliminate the hazard in the area of effect, as the gray ice boils away into ectoplasmic vapor. Characters that stop to clear away the shards with melee weapons may spend a full round action to do so, but their weapons will take 1d10 damage (ignoring hardness) in the process. *Dimensional anchor* or *dimensional lock* will prevent a section of gray ice from harming those who teleport through it. A *dismissal* spell acts like a *fireball* of the spellcaster’s level for the purposes of eliminating gray ice, and a *banishment* spell acts like a widened *fireball*; any hero who makes a DC 35 Knowledge (the planes) or Knowledge (arcana) check will be able to figure this out once they witness the effects of the gray ice or examine it using *arcane sight*.

THE GYRE

Important Rules: Planar Traits, Chapter 5: Campaigns in the *Dungeon Master’s Guide*.

Planar energy channeled into the Rimeberg by the *skull totem* has created the Gyre, a howling void that separates the Material Plane from Frost’s inner sanctum by a distance of about a quarter-mile. Because of the odd spatial-orientation of this area, it looks far larger than the actual iceberg. In fact, the Gyre is not located on the Material Plane; it exists as a border realm of sorts, a barrier between Frost’s *skull totem* and those who would seek to destroy it. Frost has populated the Gyre with horrific creatures spawned from the *skull totem*, which, together with the constant howling energies flooding into the void, makes travel toward the inner sanctum exceedingly dangerous. See “RB2: Gyre Towers” and “RB3: Gyrebreach” for more information about the residents of the Gyre. If

Gilthanas is within the Gyre, his connection to Frost is temporarily blocked, which the heroes may exploit.

The Gyre has the following planar traits in effect:

- Objective directional gravity (“down” is the inner wall of the shell of ice, “up” is toward the center of the Rimeberg).
- Normal time.
- Alterable morphic (though there is little here to alter).
- Mildly evil-aligned.
- Strongly chaos-aligned.
- Because the Gyre is flooded with divine and planar power, all magic channeled to a spellcaster from the gods (i.e. all of the magic that is affected by the Theft of Godly Magic) is *empowered* and *extended* within the Gyre, assuming the character is capable of casting it with the caster level penalties of the Theft. In contrast, ambient magic (the magic of assassins, bards, mystics, sorcerers, and other spontaneous non-godly spellcasters, but not dragons, fey, or magical beasts) is *impeded*; all of the planar energy makes it that much harder for these characters to draw the power of the world for magical effects.

INNER SANCTUM

Important Rules: Cold Hazards, Chapter 8: Glossary in the *Dungeon Master's Guide*.

The inner sanctum of Frost and the location of his *skull totem* is a vast structure of gray ice at the center of the Gyre with shards and spikes jutting out from all angles. The structure is many hundreds of feet across and hook-shaped with no obvious entrances or openings. To the trained eye, however (Spot DC 35), there are signs that the spiky exterior has been disturbed or forced aside at various points, only to reform afterward. Transport to and from the inner sanctum is possible with Bastion's portals or spells such as *teleport*, as long as the traveler has a *scale of proxy* or Gilthanas is involved. Frost himself, of course, is able to *teleport* or *gate* freely.

The gray ice surrounding the inner sanctum is brittle and yields to pressure. It inflicts its slashing and cold damage to those who push through it, but a DC 15 Strength check forces open a hole as large as the character pushing (so, a Medium hole for a normal human, a Small hole for a kender, etc). Moving through it in this manner does not allow a saving throw against the razor damage, although damage reduction will protect anyone doing so. One minute after a breach is created, it seals itself up. Those who make the passage through the breach can therefore keep the tunnel open until their allies follow their lead. Characters who make use of a tunnel still need to make Reflex saves to avoid the slashing damage and will also automatically take cold damage as normal.

Inside, the inner sanctum is in total darkness and has an ambient temperature of -10 degrees F. This is considered severe cold and requires DC 15 Fortitude saves every 10 minutes to avoid taking 1d6 nonlethal damage (+1 to the DC per previous check). If the heroes are dressed suitably for very cold weather, they can delay saving throws to once every hour; spells such as *endure*

elements or *resist energy* can also offset this problem. The duration of any normal open flame is halved, but magical or alchemical fire functions normally. There are no negative energy hazards inside the inner sanctum.

PLANAR LOCI

Important Rules: Planar Traits, Chapter 5: Campaigns in the *Dungeon Master's Guide*.

From time to time, a planar locus will howl past the heroes as they move through the Rimeberg. Planar loci resemble dark, multi-colored vortices of energy. Any creature that does not have the outsider type or the extraplanar subtype stands a chance of being plucked from the Rimeberg and *plane shifted* outside of the structure. Check every 10 minutes the heroes are inside the Gyre and every hour they are in the inner sanctum. The chance is 20%, +5% for each previous check. A planar locus lasts one round, affects a 20-foot radius area, and all who are in the area must make a DC 20 Will save or be sent to a random border realm outside of the Material Plane.

Anyone swept into a border realm spends an hour there before being forcefully ejected and dumped 1d10x10 miles from the Gale in a random direction (which may end up being the open sea). Those characters with spells or abilities that allow for planar travel may find their way back from the border realm if they make a successful DC 30 Knowledge (the planes) check to secure the right

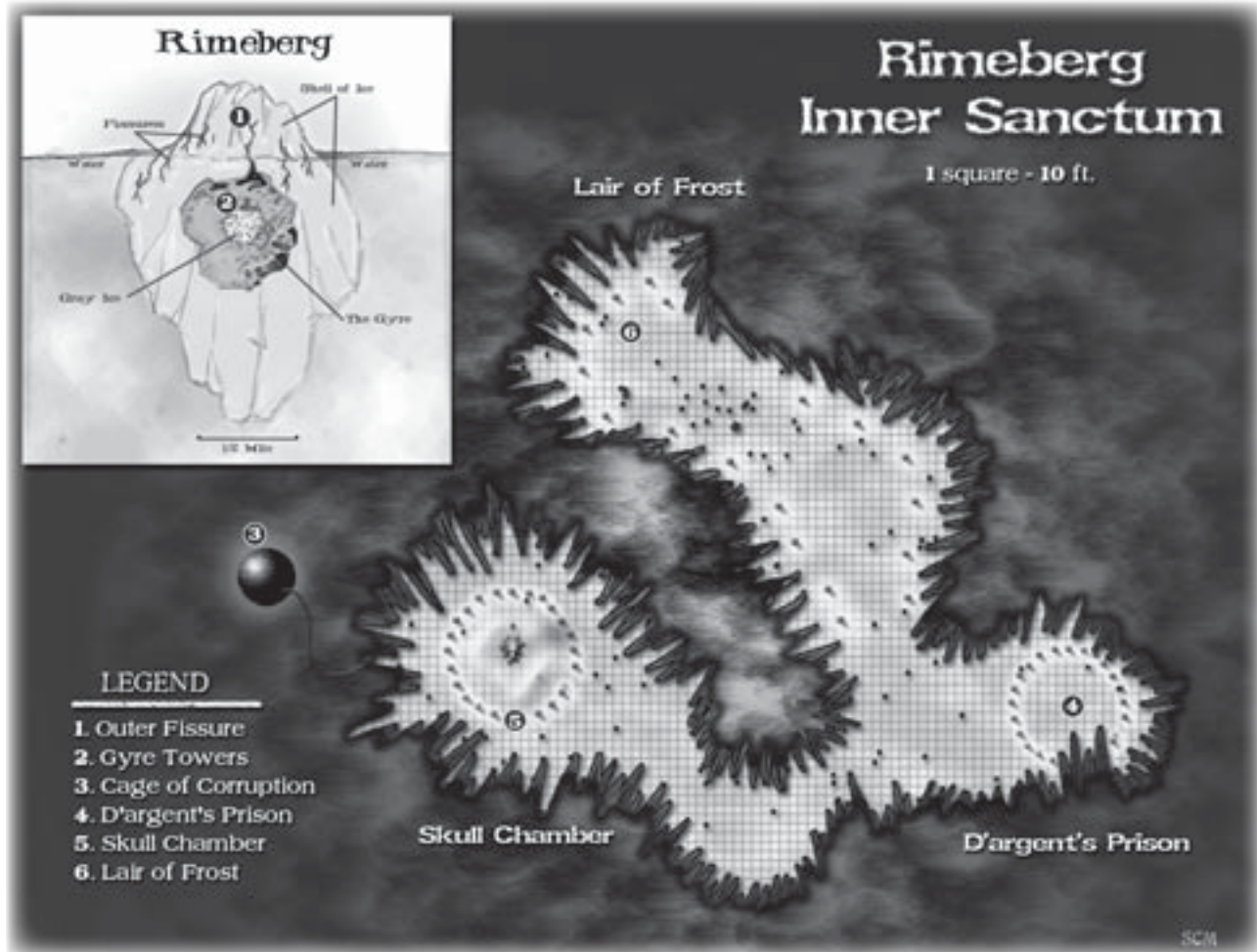
1d8	Border realm
1	Air-dominant
2	Fire-dominant
3	Earth-dominant
4	Water-dominant
5	Negative-dominant, minor
6	Positive-dominant, minor
7	Roll 1d4, combine with minor negative-dominant
8	Roll 1d4, combine with minor positive-dominant

direction. *Antimagic fields*, spell resistance, and other protections against magical effects will protect the heroes from a planar locus, which is the equivalent of a 9th-level spell at CL 21.

THE SHELL OF ICE

This is the outermost layer of the Rimeberg, the one that is fully in the Material Plane. Outwardly, it is exactly what it appears to be—a mountain of frozen seawater. Like everything else in the Eye of the Gale, the outer surface of the Rimeberg is incredibly cold. It is not difficult to scale (Climb DC 20), but contact with the surface deals 2d6 points of cold damage every round (no save), which is in addition to the normal cold effects of the Eye (“The Eye of the Storm,” page 241). Beneath the surface of the water, the icy cold of the shell is diffused and reduced to 1d6 damage per round.

The shell of ice can be damaged or broken, although it will take some time—it is 50 feet thick. It has a hardness



of 10 and 180 hp per 5-foot section, which means that chopping away at the ice will eventually get the heroes to where they want to go. Assume that each hero making an attack on a section of ice can get a full attack on the ice each round. As long as a hero deals a total of 180 hp to the wall, he can clear a 5-foot by 5-foot section of ice in one round.

As a nonmagical unattended object, the shell of ice automatically fails any saving throw against a magical effect. Using spells such as *fireball* will quickly melt away the ice, ignoring hardness and doing 150% of standard damage to the walls. Cold energy has no effect on the ice. Acid deals one-quarter damage to the ice, while electricity and sonic energy deal full damage to the ice (with sonic energy ignoring hardness much like fire).

Assuming the heroes don't want to spend time smashing through or melting the shell of ice, they can enter the Rimeberg through one of the many ice fissures ("RB1: Outer Fissures," page 245) around the iceberg's tip. These are apparent from the air, but mostly hidden from the sight of heroes approaching from the water (Spot DC 30 to notice).

KEY TO THE RIMEBERG

The following locations represent the significant areas of the Rimeberg. They should be used in conjunction with scenes from the appropriate Ending section as determined by the Ice Key of the Calantina. RB1 is located on the outer

surface of the Rimeberg. RB2 and RB3 are within the Gyre (see "Features of the Rimeberg"), and areas RB4, RB5, and RB6 are located in Frost's inner sanctum.

RB1. OUTER FISSURES [EL 19]

Around the upper, exposed section of the Rimeberg are a number of large cracks in the ice, some of which lead directly into the Rimeberg's interior. There are a dozen large fissures and hundreds of smaller cracks. Seeing the fissures from sea level requires a DC 30 Spot check; seeing them from the air requires only a DC 10 Spot check. Three of the fissures are wide enough to accommodate a Gargantuan creature, with only one able to accommodate Frost's Colossal bulk. The other eight are large enough for a Large or smaller sized creature. Each fissure extends between fifty and a hundred feet into the ice, opening into the Gyre on the other side, and the ice walls of the fissures have the traits listed under "Shell of Ice," page 244.

Creatures: Some of the fissures are inhabited and guarded. Each of the Gargantuan fissures is home to a frost worm of enormous size (advanced Gargantuan 29 HD frost worm). Four of the eight smaller fissures include side chambers where Frost's twelve elite white dragon invaders (CE male young adult white dragon barbarian 8) await orders, three per fissure, and all of these chambers have passages leading to the largest Colossal fissure. Between the frost worms and the dragons, using the fissures to enter the Rimeberg can be a risky venture.

- ☞ Advanced frost worms (3): hp 363, see page 358
- ☞ White dragon invaders (12): hp 242, see page 361

Tactics: Frost worms don't employ very advanced tactics, limiting their attacks to trills followed by devastating bites or breath weapons. The white dragons, on the other hand, prefer to pair up to attack their foes, with the third dragon keeping back and using its breath weapon or charging at isolated targets. They will flee if overwhelmed, but only so they can get reinforcements from their cousins in other fissures.

Development: Refer to the information about the Gyre when the heroes make their way all the way through a fissure to the interior. Once they get there, gravity will become subjective, and the inner surface of the Rimeberg's interior will become the floor. At least one Gyre tower will be within a half mile of the heroes when they emerge from the fissure (See RB2).

RB2. GYRE TOWERS [EL 20]

Extending out like stalagmites from the gray ice on the "floor" of the Gyre are numerous tower-like growths, often as high as a hundred feet. Each is hollow and pierced by openings, giving the impression of a termite mound or primeval cairn. These towers are roosts used by the horrors of the Gyre that Frost has spawned with his *skull totem* from the fiendish entities that have been brought through from border realms near the Abyss. Although the towers offer protection from the howling winds of the Gyre, if the heroes take shelter in one of them, they will be attacked immediately.

Creatures: Each of the Gyre towers is home to 2d4 gyrefiends (CE half-white dragon ice devil), which look like twisted albino termite-men with draconic wings and talons. Gyrefiends are insane, driven to madness by their existence, and prone to just tearing their prey to pieces and even attacking gyrefiends from other towers. If the heroes approach within half a mile of a Gyre tower, its residents launch themselves from the openings in the tower and pursue the heroes through the Gyre.

- ☞ Gyrefiends (2-8): hp 161, see page 359

Tactics: Gyrefiends have an array of supernatural and spell-like abilities from both their fiendish and draconic legacies. As such, their typical routine is for one or two of them to assess the heroes while the rest use their breath weapons. Half of the gyrefiends then swing into a rather chaotic melee, attempting to carve up as many heroes as possible, while the others support with spell-like abilities. Unlike most ice devils, the gyrefiends can no longer *gate* in help, so they don't rely on additional support.

Development: Clearing out a Gyre tower of its gyrefiends is one way to shore up a rest spot for the heroes. No other gyrefiends approach, as they all have their own towers. If the heroes succeed at securing a tower, they will also find that the towers are slightly less frigid inside. A cleared out Gyre tower is an excellent location to run into Dolmen Scalecarver again (see the scene "Dolmen and Viktor," page 248).

RB3. CAGE OF CORRUPTION [EL VARIES]

This is a horrific spherical cage crafted from corrupted dragonsilver, twisted into a foul, black iron-like metal. It is identical to the metal used in *abyssal lances*, one of which was recently used to slay the brass dragonlord Iyesta. Connected to the Skull Chamber of the inner sanctum by a hundred-foot chain of star metal (hardness 20, 80 hp, Break DC 60) that pierces the sanctum's icy walls, the Cage of Corruption hangs out into the Gyre like a vile anchor. It has been used by Frost's Bonewyrm Brethren to conduct unholy rituals and gruesome experiments.

The cage is sixty feet in diameter with openings between the barbed strands of metal large enough to admit a creature of size Small or smaller (or a Medium creature that succeeds at a DC 30 Escape Artist check). The barbs on the cage deal 1d6 points of damage (Reflex DC 20 negates) to any character who squeezes through them and count as evil weapons for the purposes of overcoming damage reduction. The entire cage radiates an overwhelming aura of evil.

Every 3-inch strand forming the cage's bars has a hardness of 15 and 90 hit points. In order to create a hole wide enough for a Medium creature to escape, four sections of strand need to be sundered or destroyed. For each successively larger size of hole, double the number of sections that need to be destroyed: 8 for Large, 16 for Huge, 32 for Gargantuan and 64 for Colossal. The cage can hold a single Colossal creature, 2 Huge creatures, 8 Large creatures, or 32 Medium creatures. Small or smaller sized creatures cannot be held within the Cage of Corruption.

Creatures: Depending upon the Ending of the adventure that was provided by the Ice Key of the Calantina, the Cage of Corruption may be occupied or empty. If the Bride of Gellidus ending is being used, the Cage is holding four adult gold dragons. If the God of All Serpents ending is being used, the cage holds four golden protector lammasu, the Lions of Paladine. If the White Apocalypse ending is being used, the cage is holding an unconscious marut, its arms and legs bound in star metal chains, stringing it up spreadeagle in the cage's center. If the Prodigal Son Ending is being used, the cage is empty.

- ☞ Adult gold dragons (4): hp 264, see *Monster Manual*

☞ Golden protector lammasu (4): hp 125, see *Monster Manual*

- ☞ Marut: hp 112, see *Monster Manual*

Development: If the cage holds a prisoner of some kind, freeing the prisoner will provide the heroes with a valuable ally. Each prisoner will be spiritually, if not physically, exhausted from its time in the cage (use rules for exhausted conditions, with the prisoners—including the marut—recovering after 8 hours of rest or inactivity) but grateful for the heroes' assistance. The heroes will have no difficulty enlisting the aid of the prisoners in battling Frost, but they might also be useful outside of the Rimeberg in conjunction with the heroes' faction work.

RB4. D'ARGENT'S PRISON

The legendary silver dragon who defied the Oath sworn by her kind and fell in love with the elflord Gilthanas has been imprisoned in this chamber for months since her capture by Frost. The specifics of her captivity are detailed under the various Endings later in this chapter. The prison itself takes up only half of this enormous chamber, with the remainder set aside for the use of Frost's Bonewyrm Brethren.

The prison itself is a circular area one hundred feet in diameter. The area is defined by twenty-four slabs of superchilled marble (2d6 cold damage, no save, with contact; hardness 10, 120 hp; see Traps, below) engraved with blue-black runes of power. The slabs radiate a strong aura of abjuration and necromancy, and they form the outer limit of a powerful *binding* spell (CL 24, metamorphosis variant) with a shimmering dome of utmost cold extending up and over the area from the slabs. The cold is a variant of the Deathchill effect (see sidebar in Chapter Five, page 174) that affects any living creature moving through the barrier and into the prison area. Frost and his agents are unaffected by the Deathchill. D'argent (if she is here) is kept in a state of permanent *gaseous form*, like a wraithlike ghost. Freeing her will require either the destruction of the *skull totem* or half of the marble slabs.

Creatures: Eight of Frost's nine Bonewyrm Brethren (CE male white dragonspawn cleric 10 of Chemosh/necrotheurge 4), who serve Chemosh ahead of their draconic creator but remain in the Rimeberg to aid in Frost's plans, split their time between this room and the Skull Chamber. If the Ice Key revealed the Prodigal Wyrms or God of All Serpents as Frost's motivations, the Brethren will be in here rather than the Skull Chamber. They act as unholy scientists, maintaining the Theft of Godly Magic so the *skull totem* channels the diverted divine power into Frost consistently. They also watch over D'argent, depending on the nature of her captivity.

☞ Bonewyrm Brethren (8): hp 63, see page 355

Tactics: Any intrusion upon this chamber by individuals who have not been vetted by Frost draws the immediate wrath of any Brethren present. If the heroes defeated their brother in Khimel, these Brethren will already be aware of the heroes' acts. If not, they make no effort to consider them other than as intruders. The Brethren draw fully upon Chemosh's power, which is unaffected by the Theft of Godly Magic (Spellcraft DC 30 to notice this the first time they cast a spell), in an attempt to slay the heroes. After all, they can always use their corpses as servants later on.

Traps: In addition to providing the *binding* and Deathchill effects, each of the rune slabs is engraved with a permanent *symbol of insanity* (CL 21, Will DC 30 negates). Frost (due to his own runic scales) and his Whitescale Society agents present at the Rimeberg (because of their *runic talismans*) are unaffected by the *symbols* engraved on the slabs. Heroes with *runic talismans* are also immune.

Development: If the heroes are clearly winning, the Bonewyrm Brethren will flee to either Frost's Lair or the Skull Chamber, depending on where Frost is. They

might also be convinced through Intimidation or Bluff to abandon the Rimeberg completely and depart. Although this would constitute breaking their vows to Chemosh to some extent, it is not an unlikely consequence of losing to the heroes.

Details about D'argent and freeing her from the *binding* spell (or even if she is currently bound) are outlined under the appropriate Ending later in this chapter.

RB5. SKULL CHAMBER [EL VARIES]

This section of the inner sanctum is dominated by an enormous column of dragon skulls: Frost's *skull totem*. Because of its importance, this room is heavily guarded and protected. The *skull totem* is surrounded by thirty-six superchilled marble slabs engraved with blue-black runes (2d6 cold damage, no save, with contact; hardness 10, 120 hp; see Traps, below). The slabs, created with the assistance of Dolmen Scalecarver, maintain an aura of *repulsion* (as the spell, Will DC 30 negates) and a *mind fog* (Will DC 30 negates) around the *totem*. This gives the *skull totem* the appearance of a fog-shrouded bone tower with the eerie lights from the empty eyeholes of the dragon skulls visible in the mist. If at least eighteen of the slabs are destroyed or rendered inactive, the *repulsion* and *mind fog* effects are dispelled permanently. Frost and his agents are unaffected by the *repulsion* and *mind fog* effects.

Creatures: The Bonewyrm Brethren (CE male white dragonspawn cleric 10 of Chemosh/necrotheurge 4) occasionally venture into this chamber, but the *skull totem's* tireless guardians are a trio of skullwyrms. These dangerous undead creatures are creations of the *skull totem* and resemble the head and spinal column of dragons. The Brethren and the skullwyrms work together very well indeed.

☞ Bonewyrm Brethren (8): hp 63, see page 355

☞ Skullwyrm (3): hp 130, see page 272

Tactics: Skullwyrms make use of their ability to manipulate their elemental type in combat. Surrounded by ice, they have an ample supply with which to work. As undead creatures, the skullwyrms are unaffected by many of the effects employed against dragons. They take advantage of this and close with the heroes once they have employed their special abilities for a round or two. The skullwyrms will not flee or retreat, for the *totem* is the catalyst for all Chemosh and Frost desire.

If the Brethren are here, which is true if the Ice Key revealed the Bride of Gellidus or the White Apocalypse as Frost's motivation, or if they fled here from "RB4. D'argent's Prison," they will do their best to use their magic against the heroes. Half of the Brethren will also close with the heroes and rely heavily on *inflict* spells and similar debilitating attacks.

Traps: In addition to providing the *repulsion* and *mind fog* effects, each of the rune slabs is engraved with a permanent *symbol of death* (CL 21, Fortitude DC 30 negates). Frost (due to his own runic scales) and his Whitescale Society agents present at the Rimeberg (because of their *runic talismans*) are unaffected by the

symbols engraved on the slabs. Heroes with *runic talismans* are also immune.

RB6. LAIR OF FROST [EL VARIES]

The lair of the White Dragon Overlord is not only bitterly cold (–40 degrees F, which counts as extreme cold for the purposes of cold damage) but also obscured by a permanent *fog cloud* (CL 21). The chamber is enormous, and the entire floor is an incredibly slippery sheet of nearly transparent ice (equivalent to the effects of a *grease* spell) beneath which is the dragon's actual hoard (see *The Dragon and the Elflord* for details of Frost's hoard). Above the ice, Frost has constructed an elaborate crystalline home for himself: sweeping ramps that lead into ice bridges above the floor, columns of ice that encase hundreds of humanoid corpses, and eighteen blue-black runes etched into slabs of superchilled marble (2d6 cold damage, no save, with contact; hardness 10, 120 hp; see *Traps*, below) spaced about the room. The slabs, created with the assistance of Dolmen Scalecarver, bind the *fog cloud* in place and also empower (per the metamagic feat) any air, cold, or water spell, spell-like ability, or supernatural ability cast or used in Frost's lair.

Creatures: See the appropriate Ending and *The Dragon and the Elflord* chapter for more details about Frost. Because the dragon is not always in residence, he has placed two guardians here to ensure his hoard is not stolen. They are failed early experiments in carving runes into living dragons, a pair of mohrg white dragon invaders (CE male mohrg young adult white dragon barbarian 8). Each has a *symbol of pain* engraved upon its forehead (CL 21, Fortitude DC 26 negates). These hideous skeletal wyrms, characterized by the writhing viscera in their chest cavities and thorny, cartilaginous tongues, will stop at nothing to destroy any intruder in Frost's lair.

☞ Mohrg white dragons (2): hp 150, see page 360

Traps: In addition to providing the *fog cloud* and empowered spell effects, each of the rune slabs is engraved with a permanent *symbol of weakness* (CL 21, Fortitude DC 29 negates). Frost (due to his own runic scales) and his Whitescale Society agents present at the Rimeberg (because of their *runic talismans*) are unaffected by the *symbols* engraved on the slabs. Heroes with *runic talismans* are also immune.

Treasure: See *The Dragon and the Elflord* for details about Frost's hoard.

SCENES IN THE RIMEBERG

The following entry describes a key ending-independent scene that can take place within the Rimeberg.

SCENE: DOLMEN AND VIKTOR

The renegade scion Dolmen Scalecarver has long worked behind the scenes of the Age of Mortals, from before the Dragon Purge to the recent rise of Frost. The heroes may have already run into the golden-skinned dwarf but, even if they haven't, they will encounter him in the Rimeberg. His time is upon him, however, as another character the heroes have already met re-enters the story—Adumbrant,

the shadow dragon known to the heroes as Viktor Chiaroscuro, who has realized now who he really is.

This scene should take place before they enter the inner sanctum but after they have faced the *simulacrum* of Frost outside his fortress. One of the Gyretowers would be ideal, for instance, though they could just as easily run into him in a fissure or some other location.

Read or paraphrase the following:

A remarkable stillness surrounds you, quite unlike the tempest of recent memory. Within that stillness is the figure of a dwarf with silver-white hair and beard, dressed warmly. Although he doesn't immediately acknowledge you, it's clear he's known you've been there for some time.

"And lo, upon the frigid winds of history," he says, in a low and ancient voice like the sound of runes being chiseled into stone, "comes a dragon, that hoary instrument of Chaos, who in all His fiery glory ne'er stole such a glance as this at the gods and envied them. Woe to those who standeth in its way; or woe to the dragon, for the way is blocked anew."

The dwarf pauses for a moment, then looks your way. "Where do you stand?"

The Setup: The renegade scion, having played such a vital part in assisting Frost and the other Overlords towards their destiny, is loath to have the heroes foil these plans unless they are truly meant to. He confronts them at this stage to test their mettle, although the heroes will have an unexpected ally in Viktor Chiaroscuro. Dolmen waits long enough to get an answer from the heroes to the question he poses, and then he launches a magical attack against them after a cry of "Stand ready!"

Creatures: Dolmen, as a scion, is blessed with considerable sorcerous power. Although in many ways he is a plot device at this point, he serves to demonstrate that major forces are at work to help or hinder the heroes. Viktor, on the other hand, is the same dragon the heroes remember from *Chapter Four: Darkness over Cristyne*, although he has realized since then, thanks to his astrological forecasting, that his destiny lies here.

☞ Dolmen Scalecarver: hp 189, see page 350

☞ Viktor Chiaroscuro: hp 287, see page 308

Tactics: Dolmen relies almost exclusively on spells and spell-like abilities in this battle. His ambient tempest levels permit him to make use of metamagic without taking a full-round action to do so, which means that he can cast quickened spells together with others each round. What follows is a three-round summary of Dolmen's tactics; on round four, Viktor arrives, and the scene shifts.

Round One: Dolmen casts *weird* at the group of heroes, followed by a quickened *feeblemind* at the nearest likely bard, sorcerer, or wizard.

Round Two: Dolmen casts *mind fog* at any clerical or god-associated heroes, along with a quickened *chain lightning*.

Round Three: Dolmen casts *irresistible dance* followed by a quickened *stoneskin*.

Round Four: Viktor arrives and enters initiative immediately before Dolmen in turn order (see below).

When Viktor arrives, read or paraphrase the following:

Dolmen's dwarven features stretch into a rictus grin as he prepares for another display of his power. Before he completes his next spell, however, a roiling cloud of darkness floods the scene. Emerging with a bellowing roar from the shadows is the familiar form of the Ergothian astrologer, Viktor Chiaroscuro. His own expression is livid.

"Stop this!" cries the astrologer. "I remember now, Dolmen Scalecarver! I remember who I—who we are. All the dragons whose lives you bartered, so the Overlords might gain in strength. All the dragons whose souls were stolen so that the Overlords might rule. But the time of the Overlords is done, and here we are, those lost souls, released but unable to pass on because of you—a rogue scion, traitor to this world and the magic within it!"

Viktor has realized that he is the manifestation of those dragon souls stolen by the draconic vampirism of the Overlords. As Dolmen is responsible for teaching the alien dragons this technique, Viktor's wrath is focused on the renegade scion. Viktor returns to his shadow dragon form and attacks Dolmen. The scion is knocked back and responds with a blast of arcane fire, but he is staggered. Viktor gives the heroes a brief look, shouting "Now! End it!" The dragon's wrath has consumed him. The heroes will get a round of activity before the dragon and the scion have another turn to act.

If the heroes are unable to eliminate Dolmen in this round, Viktor strikes again at the scion but is unable to so easily stagger him this time. Dolmen's next blast sends Viktor sprawling, and the scion turns to the heroes. From this point on, they won't have Viktor's help, but the battle should be something they can win.

Development: If Dolmen is killed, his body quakes and trembles for one round before it explodes in a torrent of ambient magic. This has the effect of a *disjunction* spell (CL 24) that affects every magic item and spell effect in a 40-foot radius burst. Viktor is severely weakened; he tells the heroes they must destroy Frost and his *skull totem* in order to allow the dragons' souls the peace they deserve. Fortunately, Frost's scion ally won't be able to help him now.

If the heroes don't kill Dolmen, but somehow incapacitate or nullify him, Viktor will protest but note that his own wrath—the wrath of the dragons—has driven him to seek Dolmen's death. If the heroes help by eliminating Frost and the *skull totem*, the souls that make up Viktor Chiaroscuro can leave the world without rancor.

Note: Viktor remains behind or leaves the Rimeberg in most scenarios except the White Apocalypse, in which

the heroes will need additional help. If Viktor is dead or incapacitated, he is revived for the final scene and can assist the heroes by holding Frost off for one or two rounds. If the heroes are experiencing one of the other three Endings, save Viktor for a situation where it seems clear they need the additional help.

Experience Awards: Although Viktor aided the heroes, reward them with experience points commensurate for a minor party mission goal (instead of XP for defeating a scion). If they can do this without actually killing the scion (and they are the kinds of heroes who would ordinarily choose this option), consider a 10% bonus.

ENDING: THE BRIDE OF GELLIDUS

With all draconic peers now gone

A Queen the King of Ice desires

With totem's charm to draw upon

Turns wyrms from light with heaven's fires.

In this Ending, Frost's overriding goal is to take D'argent as his mate and, in order to prove the power of his love for her, transform all of Krynn's metallic dragons into chromatic dragons. By destroying Frost's *skull totem*, the heroes will end this immediate threat, but they will still be required to deal with Frost and his corrupted servants—including D'argent herself.

The White Dragon Overlord has fallen for his prisoner, and his attraction to the silver dragon has driven much of his recent activity. He keeps Gilthanas around as a symbol of his power over the elflord and therefore his status as the superior mate for D'argent. With the divine energy he gains from the Theft of Godly Magic, Frost intends to make the ultimate gift to his beloved—transformation. Remembering his draconic history, Frost knows the corruption of the original metal dragons led to the creation of the chromatic wyrms. Thus, he will use his *skull totem* to transform all metallic dragons on Krynn into chromatic dragons, corrupting them the way his kind were thought to have once been corrupted.

If this is the Ending determined by the Calantina, it is already too late for D'argent and many other metallic dragons captured and imprisoned by Frost. They are the totem-enhanced, early subjects of Frost's experiments. When the Rimeberg arrives at its destination, which Frost has chosen as the most likely focal point for the transformative effect, all of Krynn's dragons of Light are tarnished by the broadcast wave of corrupting magic.

IMPORTANT NPCs

- D'argent, or Silvara—as one of the totem-enhanced, her feelings and emotions have been dulled, and her once-mirrorlike silver scales are a flat gray-white edged in black tarnish. Use the totem-enhanced version of her stat block (CE very old anarchic silver dragon). Unlike the D'argent of other Endings, the Bride D'argent is not bound by magic in her prison. D'argent underwent the totem-conversion soon after Gilthanas disappeared into the Dragons' Graveyard with the heroes, so the elflord has not yet seen her in her current state.

- **Frost**—this Ending uses the standard Frost stat block from *The Dragon and the Elflord* chapter.
- **Council of Nine**—this Ending does not use any of the surviving Council of Nine or other Whitescale Society agents.

IMPORTANT ITEMS

- **Huma's Dragonlance**—while the heroes are probably hoping to use this against Frost, they may find that it is much more useful against D'argent and the other totem-enhanced dragons in the Rimeberg. Bringing it into Frost's iceberg fortress will immediately alert any dragon in the inner sanctum or the Gyre to the dragonlance's presence.
- **Ram's Horn of the Elderwild**—filled with the blessings of silver dragons from the primeval days of Krynn, the *Ram's Horn* sounds a call irresistible to D'argent and any other totem-enhanced silver dragons. With the *Ram's Horn*, D'argent stands a good chance of returning to her original state, so long as the heroes have a Kagonesti in the party to sound it (or any other character attempting to sound it like a Kagonesti, using a DC 30 Perform (horn) check or DC 25 Use Magic Device check). Otherwise, it acts as a *horn of blasting* and could potentially come in handy somewhere else.
- **Dragon Orb**—the dragon orb sequestered in Bastion that draws in good-aligned dragons as opposed to evil-aligned dragons could be used to coax the good D'argent out of the totem-enhanced evil one. Bringing such an item into Frost's sanctum is extremely dangerous, however. Most evil servants of Frost, if they witness the orb being used or studied, will take word back to their master.

IMPORTANT LOCATIONS

This Ending makes use of the Rimeberg maps, and all locations are standard, although "RB4: D'argent's Prison" has no magical sealing spells in place as Frost has no need to bind her. "RB3: Cage of Corruption" holds four adult gold dragons who are awaiting the corruptive experiments of Frost as described on page 246.

THE CORRUPTION OF THE DRAGONS

Frost's plan in this Ending scenario is to use the stolen power of the gods together with his necromantic *skull totem* to trigger a wave of corruption that transforms all of Krynn's good-aligned dragons into malignant wyrms, similar to Sylvana's goal to corrupt the elves in Chapter Four:

Darkness over Cristyne. During the final battle with the White, this event occurs three rounds after the beginning of the battle, delayed by one round for every three days (or part thereof) that the heroes reached the Rimeberg ahead of its arrival at its final destination (the Dragon Isles, Palanthas, Sanction, or Schallsea).

Frost needs his *totem* intact in order to achieve this, and he needs D'argent present at the ritual (which takes the form of a wedding ceremony). If he does not have D'argent, then he cannot complete the ritual. If this happens, he will fly into a murderous rage and attempt to destroy the heroes. Otherwise, he sacrifices a round of actions to trigger the effect, after which he moves to dispose of the heroes for good.

The corrupting wave is not instantaneous. It spreads out at a rate of 10 miles in all directions every hour, eventually encompassing the entire planet. It can be stopped if the *skull totem* is destroyed, either directly or with Gilthanas's own death while wearing the *dragonpurge amulet* (see *The Dragon and the Elflord* for more information about the surrogate *skull totem* nature of Gilthanas). Reversing the effect will require the use of the *Ram's Horn of the Elderwild*, the *dragon orb* from Bastion, or the *Dragonlance of Huma* (which in turn requires wounding each of the corrupted dragons, something that could be problematic).

To free a dragon from corruption using the *Ram's Horn of the Elderwild* or the *dragon orb*, refer to their entries in **Appendix One: Monsters and Magic**. The *dismissal* effect of *Huma's Dragonlance* may also be used, with the corruption effect essentially acting as an outsider with a number of HD equal to that of the dragon.

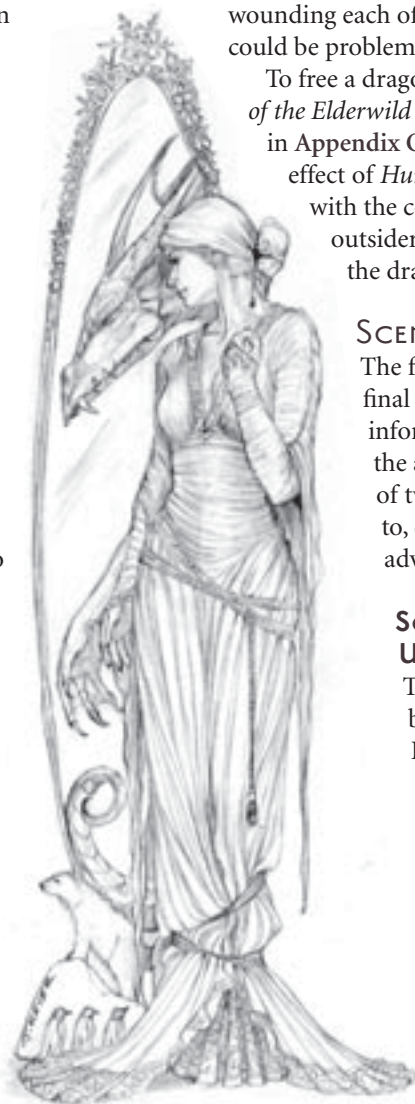
SCENES OF THE BRIDE OF GELLIDUS

The following scenes form the core of the final act of this adventure. Although enough information is provided for you to run the appropriate Ending over the course of two scenes, you should feel free to add to, expand, or modify the climax of this adventure with these scenes as a guide.

SCENE: THE BRIDE UNCHAINED [EL 23]

This scene should occur at any point between when the heroes enter the Rimeberg via one of the fissures and when they arrive at the Skull Chamber. Ideally, the heroes will run into D'argent in the Gyre before they breach the inner sanctum, but this isn't strictly necessary. D'argent is a dangerous opponent, and if Gilthanas is present, the tragedy of their ill-fated love will be readily apparent.

Read or paraphrase the following:



As the winds howl above you, a dark metallic shape draws near. It resolves into the huge form of a dragon, slender yet powerfully muscled. Once, the dragon must have been silver—now her scales are dull, their edges tarnished with thick black stains. Her draconic features are locked into a searching, frustrated expression.

“You can come no further!” she screams. “You come to slay the White. I forbid it! Look at me—he has done this for me! Behold the future of dragonkind!”

The dragon, once noble and majestic, now corrupted and violent, lunges at you. The air around you vibrates with a cold menace fueled by madness.

The Setup: The silver dragon is D’argent, possessed with a paranoia bordering on the insane, thanks to her corruption and subsequent enslavement by Frost. She is prepared to battle the heroes if they seek to go ahead with their journey to the inner sanctum or to Frost. As this encounter will most likely take place in the Gyre, refer to the Gyre’s traits as detailed on page 243.

Creatures: D’argent battles alone for at least three rounds in this scene, regardless of the scene’s location. After round three, four totem-enhanced silver dragons (CE male young adult anarchic silver dragon) join the battle and D’argent withdraws.

☞ D’argent, totem-enhanced: hp 387, see page 358

☞ Totem-enhanced young adult silver dragons (4): hp 202, see page 361

Tactics: For the first three rounds, D’argent attacks with ferocity born of totem-enhanced madness. She opens with her breath weapon and then closes to deliver melee attacks upon the strongest looking opponents. She uses *smite law* on her first strike against any Solamnic or Nerakan-armored opponent or any character bearing the *dragonlance*. D’argent will not attack any male elf hero directly, and if Gilthanas is present, she will avoid attacking him or anyone adjacent to him unless there are no other options. She doesn’t communicate with him, but a DC 30 Sense Motive check will reveal that she is extremely conflicted and hesitant when it comes to the elflord’s presence.

After the third round, the four silver dragons will fly in from the tempest to attack. D’argent uses this opportunity to withdraw, regardless of her present condition (or that of the heroes). She cries, “Finish them, my brothers! Our master awaits my presence for the sacred marriage!” D’argent then heads to “RB5: Skull Chamber” in order to take part in the next scene.

Development: There are a number of possible outcomes here, one of which is that the heroes actually weaken or incapacitate D’argent with the *dragonlance* and their own abilities before the younger silvers arrive. D’argent knows when she is seriously hurt (less than a third of her original hit points) and will withdraw earlier if this occurs. If she is overcome, she will either be absent

for the next scene (thus potentially eliminating one ally for the heroes against Frost) or will arrive during the heroes’ battle with the Overlord, having shaken the effects of the totem enhancement. Similarly, if the heroes use the *Ram’s Horn of the Elderwild*, the *dragon orb*, or even the *dismissal* effect of the *dragonlance* to “cure” D’argent, the battle will end sooner than normal (see “Corruption of the Dragons” on page 250).

The aim of this encounter is not so much to soften up the heroes before their battle, but to introduce D’argent as a resource for the heroes against Frost. If the heroes can think of things to say or do that target her true nature, keep this in mind for the next scene. If Gilthanas is present and they encourage him to appeal to D’argent, she might withdraw earlier and join the battle in the next scene on the side of the heroes. As wrath is one of the underlying themes of this final chapter, the heroes should become aware that denying a wrathful approach is their key to winning.

Note any effects or abilities that would work on D’argent to “cure” her of her totem-enhancement will also work on the young adult silver dragons who come to replace her. Heroes who are uncomfortable with the thought of killing corrupted silver dragons can be reminded of the possibility of ridding them of their corruption through these measures, perhaps with a successful DC 30 Knowledge (arcana) check as the impetus.

Experience Awards: Overcoming D’argent should be considered a minor party mission goal and rewarded appropriately. You may decide to do this instead of giving the heroes actual experience points for overcoming a CR 23 creature, especially since the battle is somewhat scripted, and they are well-equipped to deal with a dragon. If the heroes don’t overcome D’argent but do survive long enough for her to withdraw, give them half the experience for a minor party mission goal and full experience for any younger silver dragons they overcome.

SCENE: THE DIRE WEDDING [EL 29]

Run this scene once the heroes are inside the Inner Sanctum and reach the Skull Chamber. The stakes are much greater if the heroes don’t reach Frost until the Rimeberg gets to its destination; however, the threat of the Dire Wedding and its corrupting effect on all of Krynn’s metallic dragons is present even if the Rimeberg is in the middle of its path.

Read or paraphrase the following, leaving out the section surrounded by brackets if D’argent was overcome in the last scene:

Your final destination, the ultimate location, is here in this cyclopean chamber. A column of dragon skulls rises above a scene of robed dragonspawn and skeletal wyrms, arrayed in honor of a macabre rite of matrimony. The bitter cold and the keening sound of a hundred tortured dragon souls bound within Frost’s

skull totem afford the ceremony in progress more than a touch of horror. As if to mark your arrival with dramatic irony, the chorus of draconic voices reaches a peak, and the White Dragon Overlord of Ansalon [and his silver bride-to-be] emerge in brutal splendor from the rear of the chamber.

“My lord!” cry the dragonspawn officiants. “Your guests have arrived!”

“Excellent,” Frost says, in a voice heavy with the weight of emergent victory.

“Witnesses to my blessed union.”

The Setup: Frost intends to carry out this parody of a wedding in order to complete his grand ritual. By joining with D’argent and channeling the power of the gods through his *skull totem*, Frost will send out a wave of corruption that will transform all of Krynn’s good dragons into anarchic horrors. If the heroes have arrived before the Rimeberg has completed its journey to its final destination, then they will have more time to defeat Frost; see “Corruption of the Dragons” on page 250 for more details.

Creatures: Frost is here with his three skullwyrms and the eight Bonewyrm Brethren from RB5. If D’argent withdrew successfully in the last scene and returned to the inner sanctum, she is here with Frost. If she was “cured” by the heroes, or if the heroes were somehow able to lodge the seed of redemption in her, she joins the battle on their side at the point in which Frost would otherwise initiate the corruption.

☞ Frost: hp 888, see page 8

☞ D’argent, totem-enhanced: hp 387, see page 358

☞ Bonewyrm Brethren (8): hp 63, see page 355

☞ Skullwyrm (3): hp 130, see page 272

Tactics: Refer to Frost’s standard tactics for this battle, as outlined in *The Dragon and the Elflord*. The key difference here is that, at some point in the battle, Frost will initiate the corruption wave. This occurs on either the third round or one of the successive rounds, based on the proximity of the Rimeberg to its final destination (see “Corruption of the Dragons” on page 250 for more details). Frost is an exceptionally dangerous foe, and he is the most powerful threat the heroes have faced in the entire campaign; you should be as familiar as you can with his strengths and weaknesses before running this encounter.

D’argent is a factor in this battle, either as an accomplice in Frost’s corruption wave or an ally. If the heroes failed to turn her to their side in the last scene, they have another chance here. D’argent, as powerful as she is, is still not an equal to Frost, but her aid will enable the heroes to deliver one or two critical blows to the White. If she is not allied with the heroes, she does not join the battle—Frost has her stay back. If she is attacked, however, she will defend herself.

The Bonewyrm Brethren and skullwyrms are the primary obstacle between the heroes and the *skull totem*. Frost depends upon them to prevent the heroes from

destroying his *totem*, so they consolidate their efforts in keeping Dolmen’s stone slabs from being disrupted. Frost will also happily use a free action in one round to drain the essence from one of his dragonspawn to heal damage if he is hurt, so having eight of the Brethren present gives him an advantage.

Development: If the heroes destroy the *skull totem*, Frost immediately reverts to his weakened statistics, and the Rimeberg begins the process of collapsing in on itself (see “Conclusion” on page 262 for more details). If the heroes defeat Frost without first destroying his *skull totem*, his death creates a backlash that feeds into his *totem*, Gilthanas, and any or all white dragonspawn, probably killing them in the process. Any hero bearing a *scale of proxy* at this point will take 10d6 points of damage from the backlash (Fortitude DC 28 half). The corruption wave, if it was triggered, will cease—although any transformations that have already taken place will remain in effect unless reverted as described under “Corruption of the Dragons.”

If the heroes abandon the battle and leave to recover, events will continue in their absence, and the corruption wave will spread. One option is to escape into the River of Time briefly using *time stop*, although in the Rimeberg this runs the risk of expulsion in a similar manner to that caused by a planar locus (see “Planar Loci,” page 244).

Experience Awards: The heroes have prevented a cataclysmic event and defeated the White Dragon Overlord; this is considered a major party mission goal. Award them appropriately for all opponents they defeat and refer also to the Epilogue for more details about the conclusion of this adventure.

ENDING: THE PRODIGAL WYRM

No native to this world is he

With Abyss and Vale and Creation’s Dome

The King of Ice will pierce the ethereal sea

And with vengeful wrath howl to his home.

In this Ending, Frost’s goal is to return to the alien dragon homeworld, filled with the stolen power of the gods. The Rimeberg becomes the vessel in which he will forcibly create a pathway from Krynn to the Beyond, creating widespread cataclysmic changes to the world he leaves behind in the process. Destroying the *skull totem* will sever the planar channels bound into the Rimeberg and prevent Frost from achieving his goal.

Frost has long desired to return to his homeworld and wreak vengeance upon the elder dragons who oppressed his cabal decades ago. Indeed, this is the higher purpose behind all of his activity, from the conquest of Southern Ergoth to the Theft of Godly Magic. All of it has been undertaken to increase his personal power and enable him to open the pathways back to the world of his origin. In these last days of his time on Ansalon, Frost has gathered the power and the resources he believes he needs to carry out this plan. Unfortunately for Ansalon, the act of returning to the Overlord’s homeworld will create a lasting devastation matching the Cataclysm.

For the purposes of this Ending, Gilthanas's connection to Frost along with the *dragonpurge amulet* becomes a considerable vulnerability for the White. Although Gilthanas is, in effect, a mobile secondary *skull totem*, he is also the means through which Frost's gathered planar power may be diffused. In the process, however, Gilthanas or whoever bears the *dragonpurge amulet* will be subjected to the ravages of the planes and likely not survive.

This Ending brings in Fume, the Green Recluse of the Woods of Lahue, and numerous fiends that Frost has summoned from border realms near the Abyss. At the end of this adventure, Fume may find his own route home. The Bastion could also prove to be extremely useful in this Ending, which the heroes will realize after the first scene.

IMPORTANT NPCs

- **Frost**—this Ending uses the standard Frost stat block from *The Dragon and the Elflord* chapter.
- **Fume**—the green dragon is drawn into this Ending by virtue of being one of the last remaining alien dragonlords in Ansalon.
- **Council of Nine**—this Ending uses Novgozan, if he is still alive after Chapter Five.

IMPORTANT ITEMS

- **Huma's Dragonlance**—in addition to the *dragonlance's* normal benefits against Frost, using the *dragonlance's dismissal* power will hasten the destruction of the *skull totem* and sever the planar channels. Bringing it into Frost's iceberg fortress will immediately alert any dragon in the inner sanctum or the Gyre to the *dragonlance's* presence.
- **Dragonpurge Amulet**—Gilthanas's *amulet*, with the dragon skulls stored within, is a vital key to the success of Frost's plan as well as being one of the tools by which it can be undone. If Gilthanas or another dragon vassal is not wearing the *amulet*, the link is not active. A character with a *scale of proxy* can duplicate this link for this purpose, however.
- **Bastion**—not exactly an item, but the extradimensional fortress of the Wizards of High Sorcery, which the heroes may have attuned to and mastered throughout this adventure, offers perhaps the best means of preventing Frost's cataclysmic journey home.

IMPORTANT LOCATIONS

This Ending makes use of the Rimeberg maps, and all locations, are standard. "RB3. Cage of Corruption" is empty, as Frost has been using it to open the Gate of Souls rather than to corrupt existing creatures. Locations in Bastion are also likely to be made use of, but how and in what capacity is largely up to the heroes.

EXODUS OF FROST

Frost's plan in this Ending scenario is to use the stolen power of the gods with his necromantic *skull totem* and the skulls of the first dragons to open the Gate of Souls and send the Rimeberg through it to the Beyond. Although the pathway will allow him to return to the world from which

he and the other Overlords came, it will also usher in a flood of fiends and monsters upon Krynn. During the final battle with the White, this event occurs three rounds after the beginning of the battle, delayed by one round for every three days (or part thereof) that the heroes reached the Rimeberg ahead of its arrival at its final destination (the Dragon Isles, Palanthas, Sanction, or Schallsea).

Frost needs his *totem* intact in order to achieve this, and he needs at least one ancient dragon skull within the *dragonpurge amulet* linked to him through Gilthanas (or another vassal or proxy). If he does not have the *amulet* connected to his *skull totem*, he cannot control the ritual's results. If this happens, the Rimeberg will still enter the Gate of Souls and unleash the fiendish cataclysm, but the Rimeberg will be flung randomly into the Beyond. Frost sacrifices a round of actions to trigger the effect, after which he moves to dispose of the heroes for good.

The opening of the Gate of Souls releases a slow but constant stream of chaos beasts, plasms, aberrations, and other horrors, such as slaadi and demons. Chemosh, the god who watches over the Hall of Soul's Passing, acts as a silent partner in this endeavor and hides it from the other gods. Once opened, the pathway can be stopped with the *skull totem* or indirectly with the *dragonpurge amulet* (see *The Dragon and the Elflord* for more information about the surrogate *skull totem* nature of Gilthanas). It may be also be sealed by positioning Bastion over the Gate, which will block the pathway long enough for the gods to rally and seal it.

SCENES OF THE PRODIGAL WYRM

The following scenes form the core of the final act of this adventure. Although enough information is provided for you to run the appropriate Ending over the course of two scenes, you should feel free to add to, expand, or modify the climax of this adventure with these scenes as a guide.

SCENE: A GLIMPSE OF THE BEYOND [EL 19]

Run this scene once the heroes have breached the Rimeberg for the first time (in a fissure, for example). A planar quake occurs that briefly overlaps the Rimeberg with the Gate of Souls, a glimpse of what lies ahead for Frost and the world if he should succeed.

Read or paraphrase the following:

As you get your bearings for the first time within Frost's iceberg fortress, they are thrown off again by a rumbling quake. A cacophony of cracking and ringing sounds echo throughout the dark interior as millions of ice crystals shatter. Immediately afterward, a wrenching feeling in the pit of your stomach heralds a dramatic change—the world drops away, sliding from reality and replaced by a brilliant white light. You catch a glimpse of a stream of souls heading into the light and away from the Mortal Realm. Then, a gaping rift yawns open and from the void comes a horde of screaming formless horrors.

The Setup: Frost's initial preparations for leaving Krynn have triggered brief hiccups in reality around the Rimeberg. In this incident, the heroes are witness to a momentary opening into the Beyond, allowing unnatural creatures to spill forth into their area before it closes. This gives them a hint of what to expect later and how to implement some form of response.

During this encounter, no conjuration spells function. If cast, they fail automatically. This also applies to the *summon slaadi* ability of the death slaadi.

Creatures: The horde is made up of twelve chaos beasts directed (somewhat) by six death slaadi. Slaadi are rarely encountered on Krynn, and these six are lords of their own realm. Here, of course, they are potentially only a brief interlude for the heroes, but one which speaks of a much greater crisis should Frost succeed.

☛ **Death slaadi (6):** hp 142, see *Monster Manual* (equipped with +3 *anarchic greatswords*)

☛ **Chaos beasts (12):** hp 44, see *Monster Manual*

Tactics: The chaos beasts have literally no organized strategy at all; they swarm into the area and attack anything that moves, hoping to use their corporeal instability attacks to eliminate the life forms they encounter. The death slaadi take note of the heroes' presence, assuming they are the immediate targets, assault them with spell-like abilities, and close for melee combat.

Development: Four rounds into this battle, the heroes will be joined by an unexpected ally—the Green Recluse, Lorrinar, known to mortals as Fume. The dragon exhales chloric acid in a deadly cloud at the slaadi and chaos beasts, and he continues to assist in driving back the invaders until they are completely overcome. Once this is done, the dragon takes his humanoid form and reacquaints himself with the heroes. Refer to the “What Else Does Fume Know?” sidebar for details. If the heroes accept Fume's aid, the Green Recluse accompanies them for the final scene.

Experience Awards: If the heroes eliminate the creatures before Fume arrives, award them full experience points. If Fume assists them, divide the award among the heroes and Fume equally, which should reduce

their overall benefit. They will have more than enough opportunity to make up this difference later.

SCENE: OPENING OF THE WAY [EL 29]

As this is the climactic scene of the adventure, it can occur at any point after the heroes enter the Inner Sanctum. It is best triggered when the heroes arrive at the Skull Chamber.

Read or paraphrase the following:

As you enter this cyclopean chamber, another tremor rocks the Rimeberg's inner sanctum. Chunks of ice break free from the ceiling high above and shatter upon the floor. Looming out of the cloud of frigid mist like a macabre monument to death, Frost's *skull totem* sends shafts of light playing about the chamber as each of the eyesockets in the dragon skulls flares to eerie life. The animated spines of three wyrms, skulls still attached, rear up before you like grisly guardians. Behind them, wreathed in the power he stole from the gods and their faithful, is the hulking white figure of Frost himself. “Too late! Too late!” hiss the skullwyrms in sibilant mocking. “It has begun!”

The Setup: Frost has devoted much of his time to coordinating and conducting the ritual that draws in the power of the gods and channels it through the *skull totem*. When the ritual is complete, the Rimeberg and everything in it will be hurled through the Gate of Souls toward the alien dragon's homeworld, while the rift caused by this departure will remain open. Thousands of fiends and other horrors will flood into the world, bringing about a cataclysmic end. The Rimeberg's planar instability is a sign that the ceremony is close to completion; if the heroes arrive before the Rimeberg completes its journey to its final destination, they will have more time to defeat Frost. See “Exodus of Frost” on page 253 for more details.

Creatures: Frost, of course, is the primary antagonist in this scene, although he does not initiate a combat

WHAT ELSE DOES FUME KNOW?

USE the following responses when running the conversation between Fume and the heroes during the Prodigal Wurm Ending.

Why are you here?

“I have come to stop Gellidus from doing something incredibly stupid.”

What is happening?

“The White is trying to return to our homeworld. He thinks he knows the pathways like the Navigator did. Gellidus is no Khellendros.”

How is he planning on doing this?

“This iceberg and his *skull totem*. I can feel the fabric of the world beginning to tear. Soon, these planar

quakes will get stronger. Then, he will rip open a path through the Gate of Souls. Whatever lies Beyond will enter the world, and Krynn will be overrun.”

How do we stop him?

“Destroy his *totem*. Failing that, use the *totem* to keep the Gate closed while you battle Frost. Failing that, find something large and equally extraplanar to block the pathway.”

How can you help?

“Let me make myself clear. I owe you mortals nothing, but the Sentinel is breaking our pact. Just because all of the others are dead or insane does not excuse it.”

immediately. He leaves that to his three *skullwyrms*, which will surge forward and attack. If the dark dwarf Novgozan survived Chapter Five: The Doom of Daltigoth, he is in this chamber assisting Frost in his ceremony. If Novgozan is dead or otherwise unavailable, his role has been filled by two *dragonspawn arcanists* (CE male white dragonspawn sorcerer 11).

☞ Frost: hp 888, see page 8

☞ Novgozan: hp 106, see page 334

☞ *Skullwyrms* (3): hp 130, see page 272

☞ *Dragonspawn arcanists* (2): hp 51, see page 357

Tactics: All antagonists engage in combat for a minimum of three rounds, per the “Exodus of Frost” notes on page 253. Refer to Frost’s standard tactics for this battle, as outlined in *The Dragon and the Elflord*. The main addition to these is that, for the first few rounds, Frost does not attack and barely recognizes the heroes’ presence; he is busy conducting the ritual. If he is attacked, of course, he immediately responds and brings an end to the heroes’ reprieve. Once he does this, he follows his standard tactics. Frost is an exceptionally dangerous foe, and he is the most powerful threat the heroes have faced in the entire campaign; you should be as familiar as you can with his strengths and weaknesses before running this encounter.

The *skullwyrms* are not complicated combatants, and they spend the first round using their breath weapon or closing for melee. Their primary targets are armored characters, although as they can sense the *dragonlance*, they will almost always go for the hero who holds it.

Novgozan or the *arcanists* rely on magic, specifically summoning magic (he has a *scale of proxy*). With a full compliment of spells, Novgozan has no compunction against using destructive magic or summoned monsters. A coward, Novgozan will attempt to flee if the heroes bring him below half of his starting hit points.

Note that if Fume is with the heroes, he assumes his draconic form and launches himself at Frost, screaming “Pactbreaker! You are not above the agreement!” Frost responds with, “Lorrinar—Beryl’s castoff. Go back to your forest and hide, coward!” This gives the heroes a single round of activity without Frost’s interference, but on Frost’s next action, he strikes Fume with a massive blow that sends him crashing through the gray ice of the sanctum wall and into the Gyre. This opening remains for the rest of the battle, which the heroes may use to their advantage (or you may threaten them with it, especially if they are too close.)

Development: If the heroes fail to kill Frost, don’t destroy the *skull totem*, or don’t use the *dragonpurge amulet* to keep the Gate of Souls closed, the Gate of Souls will open on the designated round. The Gale will blast outward as the Rimeberg shifts out of phase with the Mortal Realm and enters the Gray on its way through the Gate of Souls. In its place on Krynn is a widening rift through which horrors begin to pour (aberrations, evil outsiders, and other things).

At this stage, the heroes have 10 rounds to use the *dragonpurge amulet* to close the Gate (which takes one round to do for every round the Gate has already been

open, requires a *scale of proxy* or some other link to Frost and the *skull totem*, and inflicts 10d6 damage per round to the bearer) or direct Bastion to block the pathway (which requires going to the Heart of Magic in Bastion and willing the fortress to move—a DC 20 Use Magic Device or Charisma check.)

If the heroes destroy the *skull totem*, Frost immediately reverts to his weakened statistics, the Rimeberg begins the process of collapsing in on itself (see “Conclusion” on page 262 for more details), and the Gate of Souls will not open, if it wasn’t opened yet. The Gate must be closed by the use of the *dragonpurge amulet* or Bastion before the *skull totem* is destroyed, otherwise all that happens is that the Rimeberg is lost in the Beyond and the Gate remains open. If the heroes defeat Frost without first destroying his *skull totem*, his death closes the Gate of Souls but creates a backlash that feeds into his *totem* and into Gilthanas and any or all white dragonspawn. Any hero bearing a *scale of proxy* at this point will take 10d6 points of damage from the backlash (Fortitude DC 28 half).

If Fume was present, the Gate of Souls was opened, and the Rimeberg entered the Gray, then even after the Gate is closed and Frost killed, Fume will continue on into the Beyond and eventually return to his homeworld, propelled by the divine forces that were gathered by Frost. Fume will not return home if the Gate of Souls was never opened.

If D’argent is not freed before this scene, she will be released once the *skull totem* is destroyed. She will either escape with the heroes from the Rimeberg or serve as a means for them to get out quickly (perhaps as their ride out of the fortress). If D’argent is freed before the heroes reach the Skull Chamber, she can serve the same role as Fume (delaying Frost for a round or two) or act with Fume in delaying Frost (adding an additional round to Frost’s distraction).

Experience Awards: The heroes have prevented a cataclysmic event and defeated the White Dragon Overlord; this is considered a major party mission goal. Award them appropriately for all opponents they defeat and refer also to the Epilogue for more details about the conclusion of this adventure.

ENDING: THE GOD OF ALL SERPENTS

By totem’s charm and dragon’s bone

The King of Ice seeks to ascend

As brutal heir to heaven’s throne

Put out the stars and bring the end.

In this Ending, Frost intends to harness the stolen power of the gods to achieve what Malystrixx could not—godhood. With Paladine and Takhisis gone, and no other Overlords to stand in his way, Frost will become the sole dragon god and attain vast power. To stop him, the heroes must destroy the *skull totem*, but Frost has already begun the transformation into an outsider.

Frost was witness to Malystrixx’s attempt to ascend at the Window to the Stars, prior to the War of Souls. He is determined not to repeat her mistakes. With assistance from Chemosh, who seems oddly supportive of his efforts,



Frost has engineered a means of bringing together the power of the gods with the skulls of the first dragons to accomplish his goal. Though Frost is unaware of it, Chemosh's motives are complicated. The Lord of Bones is aware true ascension is possible, but he also knows the gods would put an end to it if it happened. The titanic energies that would be thrown off when this happened, however, are of great interest to Chemosh, and so he has secretly worked with the White to get him to this point.

In this Ending, Gilthanas's connection to Frost acts as a means of defeating him. Frost's divine power can be wrenched into Gilthanas's body if all ten dragon skulls are held within the *dragonpurge amulet*, allowing Frost to be defeated. Achieving this, however, may be extremely difficult—agents of Chemosh stand in the heroes' way, and the act of taking on such power will be fatal to the elflord. And of course, even without the power of a god, Frost is an overwhelming opponent.

IMPORTANT NPCs

- **Frost**—this Ending uses the outsider variant of the Frost stat block from *The Dragon and the Elflord* chapter.
- **Council of Nine**—this Ending uses Kuandan and Honnerstig, if they are still alive after Chapters Five and Six. Kuandan, as a prince among the mephits, is bringing his people to Krynne under Frost's banner; Honnerstig is here as Chemosh's priest to ensure the ascension takes place.

IMPORTANT ITEMS

- **Huma's Dragonlance**—while the heroes are probably hoping to use this against Frost, its effects are very much reduced because of Frost's outsider type. Once the *skull totem* is destroyed, it will function normally. Using the *dragonlance* on Gilthanas will have a similar effect. Bringing it into Frost's iceberg fortress will immediately alert any dragon in the inner sanctum or the Gyre to the *dragonlance's* presence.
- **Dragonpurge Amulet**—Gilthanas's *amulet*, with the dragon skulls stored within, is a means by which the heroes can rob Frost of his power. Frost has already drawn upon the skulls of the *amulet* and his *totem* to rise above dragonkind; if Gilthanas or another dragon vassal is wearing the *amulet*, they might reverse the process and draw all of the power back along the link. A character with a *scale of proxy* can mimic a dragon vassal for this purpose.

IMPORTANT LOCATIONS

This Ending makes use of the Rimeberg maps, and all locations are standard. "RB3: Cage of Corruption" holds four golden protector lammasu, the Lions of Paladine, from which Frost has drawn a measure of divine power.

ASCENSION OF THE WYRM

Frost's plan in this Ending scenario is to use the stolen power of the gods together with his necromantic *skull totem* and the skulls of the first dragons to ascend to

godhood. He has already taken the first few steps, changing his creature type to outsider, but when he completes the ritual, he will essentially become a divine aspect. During the final battle with the White, this event occurs three rounds after the beginning of the battle, delayed by one round for every three days (or part thereof) that the heroes reached the Rimeberg ahead of its arrival at its final destination (the Dragon Isles, Palanthas, Sanction, or Schallsea).

Frost needs his *totem* intact in order to achieve this, and he needs at least one ancient dragon skull within the *dragonpurge amulet* linked to him through Gilthanas (or another vassal or proxy). If he does not have the *amulet* connected to his *skull totem*, then the process is incomplete (see below). Frost sacrifices a round of actions to trigger the effect, after which he moves to dispose of the heroes for good.

If Frost ascends, he gains the following abilities and traits:

- **Armor Class** Gains a deflection bonus equal to his Charisma bonus.
- **Hit Dice** Gains maximum hit points per Hit Die plus Constitution bonus.
- **Domain Mastery** Acquires the following spell-like abilities (CL 48): at will—*contagion*, *inflict critical wounds*, *inflict light wounds*, *shatter*; 3/day—*disintegrate*, *harm*, *mass inflict light wounds*; 1/day—*earthquake*, *implosion*. In addition, he gains the smite ability of the Destruction domain, giving him a +4 to a single melee attack and +48 to damage 1/day.
- Immune to ability damage, ability drain, disease, energy drain, petrification, poison, polymorph, and mind-affecting effects.
- Resist acid 10, electricity 10, fire 10
- Natural weapons are treated as chaotic and evil for the purposes of overcoming damage reduction.
- No longer ages, does not need to breathe, eat, or sleep, and is effectively immortal.

If Frost only partially succeeds, because the link between his *totem* and the *dragonpurge amulet* is not present, he gains only the last four traits listed above (immunities, resistances, etc).

Although all of this makes an already impossibly powerful dragon into an almost-god, Frost has considerable weaknesses. Any weapon, spell, or spell-like ability blessed by or granted by a god (or wielded by a god's faithful servant) ignores Frost's damage reduction and spell resistance. This includes cleric, druid, and paladin spells; *dragonlances*; clerical domain abilities; and holy or unholy water (which deal 1d6 damage per vial). Wizards of High Sorcery (those who have passed their Test, not specifically those who have levels in the prestige class) may consider half of their spell damage to be divine and thus bypass resistances.

In addition to the above weaknesses, Gilthanas or any character with a *scale of proxy* or some other link to Frost (such as another dragon vassal) may use the *dragonpurge amulet* to drain this divine energy from Frost. This requires a Use Magic Device or Charisma check opposed

by a DC equal to Frost's own Charisma check result. Each drain inflicts 10d6 damage upon the bearer of the *amulet*. If Frost has not yet ascended, only one successful drain is needed in order to return him to his dragon type (his basic stat block). If he has ascended, then one additional drain is needed for every three rounds or part thereof that Frost has been ascended. Eventually this will reduce him to his initial outsider stat block, at which point he can be further drained in order to make him a dragon again.

SCENES OF THE GOD OF ALL SERPENTS

The following scenes form the core of the final act of this adventure. Although enough information is provided for you to run the appropriate Ending over the course of two scenes, you should feel free to add to, expand, or modify the climax of this adventure with these scenes as a guide.

SCENE: THE REALM OF GLAMOR [EL 21]

This scene occurs at any point once the heroes have entered the Rimeberg. The mephit Kuandan reaps the rewards he sowed when he offered his people's services to Frost. As Frost's power gathers, Kuandan brings the faerie-like realm of his kindred to Ansalon through the Gyre.

Read or paraphrase the following:

Although by now you are used to the bitter cold of the Rimeberg, you have yet to see anything like the spectacle unfolding before you. Lines of power, almost invisible to the naked eye, weave in and out of the icy walls and frigid air around you. Motes of glistening light sparkle and dance. They coalesce to form a short, kender-sized imp resembling a fairy of ice. The imp sketches a bow and announces, "His frosty highness, Lord Kuandan the Mighty, fourth of his name." The imp sweeps his hand out, and from the twinkling light steps a well dressed and princely figure, surrounded by more and more of his kind.

"Of course *you* would be here," the ice mephit noble says in a clear yet high-pitched voice. "It's getting to the point that we elemental aristocrats can't do anything before we're met by resistance. We only want to exploit the White's transformation into a god by bringing our frozen homeland to your world. What's wrong with that?"

The Setup: The ice mephits, led by Kuandan, have arrived to begin the migration of his border realm near the Hidden Vale to the Mortal Realm. By riding the roads laid down by the huldrefolk in the Gray, Kuandan's party first answered Frost's call in Khimel several years ago. The mephit noble has opened the way into the Rimeberg now that Frost is progressing along his path to divinity. Kuandan suspects the heroes want to stop the Dragon Overlord.

If Kuandan did not survive **Chapter Six: Devastation in Khimel**, substitute another noble mephit with similar

statistics for Kuandan. This noble, Huaklao, is even more reckless and arrogant than his cousin.

Creatures: Kuandan and a dozen of his elite mephit feyhunters (CN male ice mephit rogue 7/ranger 3) are the vanguard of an ice mephit exodus. Thousands of other mephits await their victory.

☞ Kuandan: hp 60, see page 351

☞ Elite mephit feyhunters (12): hp 55, see page 359

Tactics: Kuandan motivates his followers to surround and flank the heroes, using their minor mephit magic to harass and distract spellcasters and rogues alike. Kuandan himself has his *wand of wall of ice* at his disposal, and he is an accomplished tactician. If the heroes have already fought Kuandan, they will be familiar with his tactics, although they likely haven't encountered him as a leader of shock troops. Kuandan is very responsive to banter and bluff; he loves to talk during a fight. Charismatic or cunning heroes may be able to use Bluff and Diplomacy throughout the battle to influence the mephit. A DC 25 Sense Motive check on Kuandan will reveal that he is not fully invested in the idea of relocation, nor does he seem to be the type to stay loyal. If the heroes offer Kuandan enough of a reward (in wealth, magic items, or offers of somewhere for his people to live on Ansalon), he will turn on Frost and aid them instead.

Development: Kuandan is one possible key to solving the problem of Frost's ascension. Given the right incentive, Kuandan will freely admit to the heroes that Frost's entire plan revolves around the *skull totem*. He says, "Frost stole the power of the gods while it was on its way to the clerics. It's that pile of skulls that's doing it. Pulls the power out of there. If you pull it back out again, you could stop him. Or destroy the pile of skulls, but good luck with that. All that power has to go somewhere. If it's not inside him, it's going to be stored in something."

Regardless of how the heroes stop Kuandan and his followers, the impending migration comes to a stop, and the roads from their homeland are closed. Before this happens, the mephit can offer any heroes who are unwilling to face Frost a means of escape (the threads of magic are the equivalent of a *gate* spell at CL 20). Alternately, he can bring any of the other NPCs or characters to the Rimeberg if they are willing to wait an hour. Such a task will use up the heroes' favors with the mephits, who will depart afterward if this option is taken.

Potentially the most useful task Kuandan and his people can perform for the heroes may be to show up en masse in the next scene and aid in the battle. Literally thousands of standard ice mephits can be brought through to the Rimeberg, although many of them will die swiftly. They can act as a distraction, however, which may buy the heroes time to put a plan into action.

Experience Awards: Handling this encounter, either by overcoming the mephits through combat or negotiating a way out of the battle and gaining their assistance, counts as a minor party mission goal. Alternately, you could award them the full experience award, though if the heroes gain their help the reward of their assistance may be more useful.

SCENE: I AM BECOME DEATH

The climactic scene to the adventure, this occurs when the heroes reach the Skull Chamber. While it is not essential for the heroes to have Gilthanas (or somebody with the *dragonpurge amulet*) with them, the battle will go much better for the heroes if they do.

Read or paraphrase the following:

As you enter this enormous ice-covered chamber, a low hum resonates through the frigid air. It seems to emanate from a massive column of dragon skulls, eye sockets in each skull lit with eerie green fires and visible through the pervasive mist. Three macabre skeletal creatures, the spines and heads of dragons rearing back like skeletal snakes, slide around the base of the *skull totem*. Beyond them, on the far side of the totem, the gigantic white shape of a dragon looms, larger and more terrifying than any other wyrm you have ever encountered. His wings are spread wide, their span barely touching opposite walls.

From somewhere deep within the dragon comes a voice like a glacier sliding across stone. "At last. One final distraction to sweep aside before my divinity becomes a reality!" The three skullwyrms hiss grotesquely, then move in your direction.

The Setup: The core of this scene is Frost's ascension to godhood. He cannot become a god instantly, of course, so he is taking it one step at a time. Once he has ascended in this battle, his powers are truly devastating. If the heroes manage to get to the *skull totem*, they will become the target of every undead in the room defending it.

Creatures: At first glance, this room houses only Frost and three skullwyrms. In fact, Honnerstig (if he has survived Daltigoth) and two more mohrg dragons like the ones in Frost's lair (CE male mohrg young adult white dragon barbarian 8), each of which has a *symbol of stunning* engraved upon its forehead (CL 21, Will DC 28 negates), are above the entrance to the chamber, clinging to the ceiling and under the effects of *invisibility* (CL 9). If Honnerstig is not available (dead, etc.), replace him with another mohrg dragon.

☞ Frost: hp 888, see page 8

☞ Mohrg white dragons (2): hp 150, see page 360

☞ Skullwyrms (3): hp 130, see page 272

Tactics: Refer to Frost's standard tactics for this battle, as outlined in *The Dragon and the Elflord*. The key difference here is that, at some point in the battle, Frost will ascend to an even higher level of divine power. This occurs on either the third round or one of the successive rounds, based on the proximity of the Rimeberg to its final destination (see "Ascension of the Wyrms" on page 256 for more details). Frost is an exceptionally dangerous foe, and he is the most powerful threat the heroes have faced in the entire campaign; you should be as familiar as you

can with his strengths and weaknesses before running this encounter.

Up until the point at which Frost ascends, Honnerstig and his two undead dragons will try to surprise the heroes and keep them from Frost and the *skull totem*. The skullwyrms do likewise. Honnerstig makes use of spells such as *slay living* and *inflict serious wounds* in the fight, reserving his *death touch* for a spellcaster such as a wizard or sorcerer. If he is reduced to more than half his starting hit points, Honnerstig retreats with *gaseous form* and casts *inflict* spells on himself to heal damage. He lets the mohrgs and skullwyrms assault the heroes as needed.

On the round in which he ascends, Frost does nothing but initiate a full defense. On the following round, once he is empowered and filled with divine energy, he blows out the walls of the Skull Chamber, hurling everything in the chamber out into the Gyre. Only his *skull totem*, the marble slabs that support its *repulsion* and *mind fog* effects, and Frost himself remain suspended at the Gyre's center. Frost's lair and the chamber enclosing D'argent's prison orbit the *skull totem* at a distance of 100 feet. They seal closed a round after the explosion.

The explosion inflicts 12d10 points of cold and sacred damage (Reflex DC 32 half) to anything in the chamber that isn't Frost or his *skull totem* and slabs. This destroys the skullwyrms and the mohrg white dragons in the Skull Chamber, although Honnerstig will remain intact. He makes for D'argent's prison and remains there. The heroes will be forced to find a way to stay aloft or fall the quarter-mile to the "floor" of the Gyre.

Development: If the heroes destroy the *skull totem* before he ascends, Frost immediately reverts to his weakened statistics, and the Rimeberg will begin the process of collapsing in on itself (see "Conclusion" on page 262 for more details). If the heroes defeat Frost without first destroying his *skull totem*, his death creates a backlash that feeds into his *totem*, Gilthanas, and any or all white dragonspawn, dealing 10d6 damage (no save). Any hero bearing a *scale of proxy* at this point will take 10d6 points of damage from the backlash (Fortitude DC 28 half).

If the heroes destroy the *skull totem* after Frost ascends, the divine energy begins to flood out of Frost uncontrollably. Frost takes 1d4 points of Con damage each round until he stabilizes (10%). Everything in a 100-foot radius area around Frost takes a number of d12 of damage equal to the points of Constitution he loses. This continues each round until Frost is dead or stabilizes. If the heroes defeat the ascended Frost without first destroying his *skull totem*, the backlash from his death reaches to each of his dragonspawn and dragon vassals, killing them instantly. Any hero bearing a *scale of proxy* gets a save (Fortitude DC 28 indicates only 10d6 damage) to avoid being killed.

Experience Awards: The heroes have prevented a cataclysmic event and defeated the White Dragon Overlord; this is considered a major party mission goal. Award them appropriately for all opponents they defeat and refer also to the Epilogue for more details about the conclusion of this adventure.

Ending: The White Apocalypse

*One route to power, one path to might
The Ice King draws all foes before him
No future spreads before his sight
His magic sends the world to ruin.*

In this Ending, Frost's wrath and hatred is directed entirely at the world of Krynn, a world he intends to destroy utterly with the power of the gods. The nihilistic Frost has taken the counsel of Chemosh, who promises him an eternity of dominion if the world is scoured of the life that now infests it. Destroying the *skull totem* is not enough, for Frost has already seeded the power of the gods into the *allomanya* addicts scattered across Ansalon. If the heroes can stop Frost before he triggers the *allomanya*, they can prevent the end of the world under a storm of snow and ice.

For the purposes of this Ending, Frost's plan to distribute the necromantic stimulant *allomanya* throughout Ansalon, especially to its nobles and rulers, was all in an effort to create a network of addicts who in turn become willing agents of the White Apocalypse. Using his *skull totem* and the stolen godly power, Frost extends his frigid essence into all of these agents, creating hundreds of Deathchill zones. The Rimeberg is headed to the one location Frost has chosen to be the central point of the Apocalypse: the Dragon Isles, Palanthas, Sanction, or Schallsea. If Frost reaches this location before he triggers his *allomanya* network, the effect will be almost impossible to prevent. If he triggers it early, the devastation may be reduced in scope—but the heroes need to eliminate Frost in any case.

Important NPCs

- **Frost**—this Ending uses the standard Frost stat block from *The Dragon and the Elf* chapter.
- **Shai-Horef**—this Ending uses Thunderbane's vampire son and his winter wolves, if he still alive after Chapter Five.
- **Viktor Chiaroscuro**—this Ending makes further use of Viktor to aid the heroes in the final scene. See "Dolmen and Viktor," page 248, for an important encounter with the mysterious shadow dragon.

Important Items

- **Huma's Dragonlance**—this is the heroes' primary instrument in the defeat of Frost, so he will be acutely aware of it and its location at all times. Bringing it into Frost's iceberg fortress will immediately alert any dragon in the inner sanctum or the Gyre to the *dragonlance's* presence.
- **Dragonpurge Amulet**—Gilthanas's *amulet*, with the dragon skulls stored within, is a means by which the heroes can rob Frost of his power. Frost needs the dragon skulls in the *amulet* to amplify the White Apocalypse, but the more skulls the heroes have in the *amulet*, the stronger Gilthanas's power over the agents will be. A character with a *scale of proxy* can mimic a dragon vassal for this purpose.

- **Tears of Mishakal**—if the heroes lay their hands on these artifacts once more, they can use the power of the *Tears* to eliminate the *allomanya* in those addicted to it. A character who uses the *Tears* and also a connection to Frost (such as Gilthanas) can send Mishakal's blessing throughout the *allomanya* network, in effect "hijacking" the network to eradicate the threat.

Important Locations

This Ending makes use of the Rimeberg maps, and all locations are standard. "RB3: Cage of Corruption" holds an unconscious *marut* that Frost is drawing additional planar power from. In addition, one or more towns and villages along the path to the Rimeberg's destination can be used as the backdrop to scenes such as "Agents of the White Apocalypse."

Apocalypse Now

When Frost triggers the White Apocalypse, all *allomanya* addicts become the focal point for a Deathchill zone similar to that surrounding Foghaven Vale. Once the poor unfortunates are activated by Frost and his *skull totem*, the Deathchill spreads out from them at a radius of five feet per hour (to a maximum of 120 feet in 24 hours). These addicts take 1d6 points of Constitution and Charisma drain each hour the Deathchill remains active. In addition, an effect similar to a widened *sleet storm* begins to affect the area around the addict.

The Deathchill acts as a permanent *unhallow* spell with the additional properties of a *dimensional lock* and *soul bind* spell. All spell effects function as if cast by a 20th-level cleric. It is extremely cold (−30 F) and saturated with negative energy. Every minute a living creature (including the addict) spends within the zone of the Deathchill, it gains 1 negative level (Fortitude DC 22 after 24 hours to remove the level), takes 1d6 points of cold damage (no save), and must make a Fortitude save (DC 15 +1 per previous check) or take 1d4 points of additional nonlethal damage. Those creatures wearing metal armor or coming into contact with very cold metal are affected as if by a *chill metal* spell.

Creatures that die within the zone of the Deathchill, including the addict, rise again as undead 24 hours later. Usually, these undead are modified wights (vulnerable to fire, deals 1d6 additional cold damage with slam attack) or wraiths. Because of the *soul bind* effect, spells such as *resurrection* and *raise dead* won't work within the zone. Those whose souls are trapped within the Deathchill may be freed to pass on only once Frost's *skull totem* is destroyed, which will bring down the Deathchill and end its deadly influence. If the addict generating the Deathchill dies, the effect remains locked on the place at which they died.

During the final battle with the White, the Deathchill is triggered three rounds after the beginning of the battle, delayed by one round for every three days (or part thereof) that the heroes reached the Rimeberg ahead of its arrival at its final destination (the Dragon Isles, Palanthas, Sanction, or Schallsea). If the heroes don't get to the Rimeberg until

it arrives at its destination, not only will the effect be triggered earlier in the battle, but also the rate at which the Deathchill spreads and the amount of Constitution and Charisma drain inflicted on the addict is doubled (5 feet every half hour) to a maximum radius of 240 feet in 24 hours and 2d6 Con and Cha per hour.

Any character with Gilthanas's abilities (such as a dragon vassal) may use the *dragonpurge amulet* to force the *skull totem* into halting all of the growing storm activity (DC 27 Use Magic Device or Charisma check); however, this won't dispense of it entirely until the heroes reach the Rimeberg and destroy the *skull totem*. Casting *hallow* on the Deathchill suspends the *unhallow* effect of the Deathchill for the duration of the spell but has no effect on the other effects. An *antimagic field* will hold off the magical effects but not the cold. If the heroes tap into some of their resources, such as divination spells or characters like Lyim Rhistadt, they could be informed of the potential for the *dragonpurge amulet* to be used in this manner. Another option is a straight DC 40 Knowledge (arcana) check, representing sudden insight.

SCENES OF THE WHITE APOCALYPSE

The following scenes form the core of the final act of this adventure. Although enough information is provided for you to run the appropriate Ending over the course of two scenes, you should feel free to add to, expand, or modify the climax of this adventure with these scenes as a guide.

SCENE: AGENTS OF THE WHITE APOCALYPSE

This scene can occur at any point in the chapter after Lady Jennetta is attacked by the Whitescale Society assassins. Ideally, it occurs once the heroes have started to gather their forces and send them off to help the towns and cities along the path of the Gale. Choose a settled location outside of the Rimeberg at which the heroes are present. As the Gale descends upon it, read or paraphrase the following:

The stiff breeze freshens into a cold wind, and the locals batten down the hatches in preparation for cruel weather. This place, like so many others, lies in the path of the Gale, and its monstrous winds approach with no sign of stopping. Although you have done your best to aid these people, you can't help but sense something imminent, something about to happen, other than the coming storm.

Then the wolves attack. From all directions, enormous winter wolves, their jaws wide and snapping, eyes red as embers, spring at the helpless and the frightened. Before you can gird your weapons for battle against these enormous creatures, you hear heavy footfalls even through the driving wind and rain—a figure approaches, taller than any dwelling, skin, hair, and eyes drained of all color. It is a giant, clad in wolf-furs and leather, with the cold aura of death about him. He pauses,

searching, and looks right past you, his features slowly pulling into a twisted grin.

"Come out, come out, little addict," the giant calls. "Shai-Horef is here. It's time to wake up."

The Setup: The vampiric frost giant ranger, Shai-Horef, has been sent ahead to wake a number of addicts up early to their destiny. For this chapter, Shai-Horef can activate the *allomanya* in an addict's blood, sending them into fits of desperation, as well as making them extensions of Frost's wintry power. The heroes must stop him and his vampiric winter wolves, and in the process, they will witness Frost's plan unfolding before them.

Creatures: Shai-Horef (CE male frost giant savage vampire ranger 8) has been guarding Foghaven Vale for Frost, and the heroes may even have encountered him there. If that happened, and they defeated him, you can still run this encounter. Assume that, as with several other servants of Frost, the Lord of Bones has delivered Shai-Horef back to the White for the duration of this chapter. In this scene, he is looking for a local addicted noble, and, while he will busy himself with attacking the heroes for a bit, he won't forget why he came here.

☞ Shai-Horef, Vampiric Frost Giant: hp 149, see page 335

☞ Vampiric winter wolves (8): hp 117, see page 346

Tactics: As a ranger and hunter, Shai-Horef is observant and has a keen eye. His usual plan is to target powerful characters with arrows while his winter wolves surround and overwhelm exposed or weakened foes. Because he can tell the heroes are not inexperienced yokels, he will devote more of his attention to them than he ordinarily would. Shai-Horef is fond of dominating one character—preferably one with low willpower—and setting him against the others while he picks off stragglers. This kind of divide-and-conquer approach works well when the winter wolves are able to herd other groups of characters together and away from weaker members.

Three rounds into the battle, a local man will stagger out of a building, flanked by a pair of bodyguards. This is Raymon Elmswood (LN male noble 12), a wealthy aristocratic former merchant and an *allomanya* addict. He hasn't had any of the drug for three days. When Shai-Horef spots him, the giant smiles broadly and walks over to the ex-merchant. He lays a hand on Raymon's head, and immediately the aristocrat's eyes go completely white. Raymon then falls over, and Shai-Horef returns to his work.

On the following round, the sky above where Raymon falls grows even darker, and the clouds spin about. On the round after that, the temperature drops to 15 degrees F, and a thin coating of ice begins to form across glass, metal, and stone. Finally, during the next round, it begins to sleet heavily (treat as a widened *sleet storm* with a radius of 80 feet, CL 20), and the cold acquires a truly wicked aspect. Refer to "Apocalypse Now," page 259, for more details.

Development: Assuming the heroes defeat the winter wolves and Shai-Horef, they will be left with an unconscious or miserable former merchant, who has

become the center of a miniature storm. A Deathchill zone has come into being around him, and the best means of eliminating it is by forcing a character's will through Frost's *skull totem* (see "Apocalypse Now," page 259).

The option of questioning one of the winter wolves (which are intelligent and can talk) or Shai-Horef does exist. Assuming the heroes can succeed in this, they learn about Frost's plan to activate other *allomanya* addicts and produce zones of deathly cold that will blanket Ansalon. This, in turn, can point them toward the Rimeberg.

Experience Awards: Overcoming Shai-Horef and his winter wolves constitutes a minor party mission goal. Learning about the existence of the White Apocalypse is a key element of this chapter, so experience awards should focus mostly on the preparation for the next scene.

SCENE: DEATH'S WHITE HAND [CR 29]

As this is the climactic scene to the adventure, it takes place once the heroes reach the Skull Chamber in the Inner Sanctum. If they have freed D'argent first, they stand a greater chance of victory.

Read or paraphrase the following:

A heavy, clinging mist blankets this enormous chamber. Looming out of it is a monolithic tower of dragon skulls, their empty eyesockets burning with eerie green fires. The cold heart-grasping aura of fear and death radiates palpably from the room, and an ominous chanting can be heard through the fog. Robed figures, dragonspawn by the looks of them, shuffle about in the mist and reach their clawed hands up towards the *skull totem*. As their chanting gets louder, a swirl of icy wind springs up from around the totem, and emerging from behind it, wings unfurling to an almost unthinkable span, is the largest dragon you have ever seen.

"Welcome to the end," the dragon says with a voice like a tomb. "You are just in time to be part of it."

The Setup: Now that the heroes are here, Frost intends to trigger his White Apocalypse, regardless of whether the Rimeberg has reached its destination or not; see "Apocalypse Now" on page 259 for more details. This is more or less a straight fight, but there are some twists to it. Any heroes who have become *allomanya* addicts in the course of the adventure will find that their addiction flares to life once they come within 60 feet of the *skull totem*. If they have not already, they will experience all of the withdrawal symptoms of the substance as outlined in Appendix One: Monsters and Magic. In addition, once Frost activates the White Apocalypse, each addicted hero begins to generate the Deathchill as other addicts do.

Creatures: Frost, his eight Bonewyrm Brethren, and his three skullwyrms are present in this scene. Viktor Chiaroscuro will arrive to aid the heroes after two rounds (i.e. in the third round), and, if the heroes have not yet

freed the marut in the Cage of Corruption, Viktor brings the (now angry) inevitable with him.

☞ Frost: hp 888, see page 8

☞ Bonewyrm Brethren (8): hp 63, see page 355

☞ Skullwyrms (3): hp 130, see page 272

☞ Viktor Chiaroscuro: hp 287, see page 308

☞ Marut: hp 112, see *Monster Manual*

Tactics: Refer to Frost's standard tactics for this battle, as outlined in *The Dragon and the Elflord*. The key difference here is that at some point in the battle, Frost will initiate the White Apocalypse. This occurs on either the third round or one of the successive rounds, based on the proximity of the Rimeberg to its final destination (see "Corruption of the Dragons" on page 250 for more details). Frost is an exceptionally dangerous foe, and he is the most powerful threat the heroes have faced in the entire campaign; you should be very familiar with his strengths and weaknesses before running this encounter.

The Bonewyrm Brethren and skullwyrms are the primary obstacle between the heroes and the *skull totem*. Frost depends upon them to stand in the way of the heroes destroying his *totem*, so they consolidate their efforts in keeping Dolmen's stone slabs from being disrupted. Frost will also use a free action to drain the essence from one of his dragonspawn to heal damage if he is hurt, so having eight of the Brethren present gives him an advantage.

In the third round, the Cage of Corruption will crash through the gray ice of the inner sanctum, showering the room in shards of razor-sharp ice for 2d6 damage (Reflex DC 22 negates). The Cage has been thrown into the room by Viktor Chiaroscuro, who even in his weakened state is prepared to assist the heroes in defeating the White Dragon Overlord and freeing the souls trapped within him. Viktor's tactics are simple—use his breath weapon, then engage in melee combat with Frost. He will last two rounds before Frost hurls him away, broken and unconscious. The marut, if it isn't already present, focuses on the Bonewyrm Brethren, who flee from the inevitable and its punishing justice.

Development: Gilthanas offers another means of weakening Frost, so the heroes can either concentrate their attacks on him or target the skull totem. Much as he is able to "hijack" the *allomanya* network through his *dragonpurge amulet*, Gilthanas can reverse the flow of the power of the gods into the addicts and back into Frost in the form of negative energy levels. Each round, Gilthanas (or somebody with the *dragonpurge amulet* and a *scale of proxy*) may inflict 1d6 negative energy levels on Frost at the cost of an equal number on himself.

If the heroes destroy the *skull totem*, Frost immediately reverts to his weakened statistics, and the Rimeberg will begin the process of collapsing in on itself (see "Conclusion" on this page for more details). If the heroes defeat Frost without first destroying his *skull totem*, his death creates a backlash that feeds into his *totem*, Gilthanas, and any or all white dragonspawn, probably killing them in the process. Any hero bearing a *scale of proxy* at this point will take 10d6 points of damage from the backlash (Fortitude DC 28 half).

When the *skull totem* is destroyed, any character addicted to *allomanya* is immediately freed of the addiction as it instantaneously burns out of their system. All Deathchill zones vanish. *Allomanya* itself remains a potent and addictive substance, so any character who takes it after this Ending will still become an addict.

Experience Awards: The heroes have prevented a cataclysmic event and defeated the White Dragon Overlord; this is considered a major party mission goal. Award them appropriately for all opponents they defeat and refer also to the Epilogue for more details about the conclusion of this adventure.

Conclusion

After the final scene, with the heroes confronting Gellidus in his lair and destroying the *skull totem*, many things occur, most of which are detailed in the Epilogue. First, however, there are some immediate consequences based on the following timeline.

- **Immediately After Frost Dies**—the Rimeberg begins to collapse inwardly. The Gyre begins to slow down; the howling winds inside of the iceberg losing their planar sources and planar traits.
- **One Minute**—the shell of ice around the Gyre shakes violently, followed by huge chunks of ice tearing free of it and hurling towards the inner sanctum.

- **Two Minutes**—icy meteors tear through the gray ice of the inner sanctum and explode in frozen chunks, striking anyone remaining inside (20d6 damage, Reflex DC 20 half)
- **Ten Minutes**—enough of the outer iceberg shell is torn loose that the seawater and winds of the Gale begin to flood the Gyre. All wind speeds drop a category outside.
- **Fifteen Minutes**—the inner sanctum folds in on itself, killing anybody remaining inside of it.
- **Thirty Minutes**—the planar connections that once flooded the Rimeberg surge to life, ripping through the iceberg fortress. The entire construct, from the outside to the inside, plane shifts from the Mortal Realm and into the Gray.



Epilogue: After the Storm

This epilogue wraps up the events of *Price of Courage* and, in turn, the *Age of Mortals* adventure trilogy that began with *Key of Destiny* and continued in *Spectre of Sorrows*. The heroes have traveled from the Dragons' Graveyard to the icy depths of the Rimeberg, and along the way, they have encountered everything from timelost elven queens to cunning ogre dictators. They have prevented numerous invasions, incursions, uprisings, and assassinations; their efforts have brought down ruthless warlords and cunning smugglers. And, assuming all went well at the heart of the Gale, they brought an end not only to the last of the Dragon Overlords, but to the grand scheme of Chemosh, the Lord of Bones.

No small-time heroes, they.

Once the player characters find their way to the shores of Ansalon and relative safety, read or paraphrase the following:

The seas are quiet and the air is still.
The great storm of Gellidus has ended,
and with it, the reign of the Dragon Overlords.
Ansalon is free—for now. All along the coast,

Ansalon's war-weary folk emerge from their places of shelter, picking their way through the storm-wrought devastation. Despite the hundreds of miles of mud and ruin, at least some of the people find the courage within them to pull together a smile of relief, if nothing else. Other heroes, other champions, begin their work in the Western Isles and along the shores of Solamnia and Abanasinia. In the wake of this most dire and fierce struggle, it is clear the responsibility you have shouldered for so long has at last passed on.

Will the bards of Ergoth sing of you in taverns and inns from Tarsis to Kalamian? Will the Lord Knights of Solamnia speak of you in their halls in Caergoth, Thelgaard, and Solanthus? Will the squabbling faction leaders of the Dark Knights take careful note of your deeds as they struggle for dominance? Perhaps.

But for now, the seas are quiet and the air is still.





With the destruction of the Rimeberg and the death of Frost (and, very possibly, Gilthanas and many of Frost's minions and servants), the threat of the Dragon Overlord and the Whitescale Society is over. The *allomanya* that remains on the black market is still a lingering threat, although much of it has become inert with the destruction of Frost's *skull totem* and the backlash this created. Within a few months, even the few remaining agents of Frost's Whitescale Society are caught, killed, or flee underground, never to be seen again.

Southern Ergoth begins its slow transformation back to its original state of forty years ago. With Frost's death, the frozen glacier and frigid climate eventually vanish completely, although there are still many threats in the region to deal with. Indeed, dangers such as the ogres of Daltigoth, the thanoi immigrants from Icereach, and the hideous abominations that still exist after Frost's demise (including many dragonspawn who survived the *skull totem's* destruction) keep Sancrist's Knights of Solamnia busy for at least the next year or two. Because of this, Jaymes Markham does not receive full support from the ailing Grandmaster, Liam Ehrling, for quite some time (as recounted in the *Rise of Solamnia* trilogy by Douglas Niles).

Locations such as Eastwatch and Merwick enjoy renewed prosperity, albeit tempered by the other threats in the West. The refugee elves of Silvamori and Qualimori settle in Baleph together with Amara Moonhunter's Kagonesti. In the lands of Estwilde and Throt, Cinder's absence allows for a rise in the hobgoblin and goblin tribes that resisted Malfesus's influence—which in turn produces the horde of Ankharr the half-giant. One enemy of Solamnia is traded for another, and so it goes on.

WHAT'S NEXT?

The heroes have established themselves as legends in their own time and have perhaps formed relationships among other powerful figures across Ansalon. With the events of Chapter Seven: The Fury of the Gale, they should all be at least 20th level by this point, and indeed some of them may have earned sufficient experience to venture into epic levels. But what do they do now? Some guidelines for the next step of the heroes' saga follow.

EPIC-LEVEL PLAY

Traditionally, there has always been one epic-level figure in the DRAGONLANCE saga at any one time. The Kingpriest, Ariakas, Raistlin; in the Age of Mortals, Mina and Liam Ehrling are both good candidates for this role. But for your campaign, you are under no obligation to honor this particular rule, such as it is. Now that your players have in their hands some of the greatest heroes of the current age, dragonslayers and freedom fighters all, the path of the epic hero awaits them.

The setting may seem to be somewhat limited in what it can offer epic heroes. Beyond ridding the world of Dragon Overlords and restoring places such as Bastion or the Dragons' Graveyard, the far horizon of adventure has been reached, and petty concerns of dungeons, political

intrigue, and minor villains are in the past. If you plan to continue with the same player characters, you should become as familiar as possible with the epic level rules as described in the *Dungeon Master's Guide* and the *Epic Level Handbook*, although the latter has yet to be updated fully to the 3.5 edition of the *DUNGEON & DRAGONS* rules.

Use some of the creatures and challenges in this adventure as a guide to the sort of thing the heroes will be able to deal with on a routine basis. Consider having the story relocate to some other location, such as a new continent or a nearby pocket dimension. Introduce some of the new rules and features given in *Holy Orders of the Stars*, *Knightly Orders of Ansalon*, or *Towers of High Sorcery* (all DRAGONLANCE sourcebooks from Sovereign Press). These heroes have foiled Chemosh's plans and even Morgion's to some extent, and the gods are well aware of them. Divinely connected adventures await such powerful and resourceful heroes.

Epic level play is enjoyable and exciting if handled well. Although it doesn't respond well to a more open-ended sort of campaign without structure, you may have enough hooks and ideas from *Price of Courage* to last you a good number of months (and epic levels) after this adventure ends.

RETIRING THE HEROES

The second option, which is perhaps just as satisfying, is to retire the heroes from play. A good campaign sometimes deserves a good ending, and the events of the last chapter may certainly qualify. Allow the players to determine what happens to their characters as the curtain lowers on their adventures. Does the wizard retire to Bastion (assuming it survived) to live out the remainder of his years as custodian of the Orders' secret extradimensional watchtower? Does the cleric settle in a small backwater town to minister to the flock there, or does she set up a grand temple to her faith in Merwick or Nordmaar? Perhaps the rogue has decided to reform the Thieves' Guild in Palanthas, now that the Dark Knights are gone, and work behind the scenes to aid or to hinder Bakkard duChagne. The knight, having braved much over the course of the campaign and mastered all of his knightly skills, may choose to retire to Castle Eastwatch and aid Sir Paladian Dragonhelm in restoring order and honor in Southern Ergoth.

Retiring a player character can be both saddening and rewarding, for while it means the end of a long career, it also means the hero has survived and his legend is guaranteed. You may, as Dungeon Master, decide to hold something of a retirement bash for your players, reliving some of the finer moments of the campaign and letting everybody relate their own personal memories and highlights. Then, break out the books again and roll up some new characters! Which leads us to...

THE NEXT GENERATION

Following on the heels of the heroes of the Age of Mortals are the next generation of heroes, those up-and-comers who start out in much the same way as the others did—

untested and unblooded in some remote village at the edge of society, ready to make their own way into the world. An excellent option, if you are willing to do more work, is to set the next campaign some twenty years later, with the players taking on the roles of their older characters' children. How much has Krynn changed in twenty years? Has the Desolation finally returned to green plains and forests? Are the Dark Knights still around? Who leads the Knights of Solamnia, and what happened between the Wizards of High Sorcery and the sorcerers of Krynn?

Moving things forward in this way is often a great start to a new campaign and one that allows you to re-introduce many of the themes, characters, or events of the last game in new and dramatic ways. Sylviana the Ghoul Queen vanished back into the River of Time at the end of Chapter Four, so perhaps twenty years later she re-emerges, ready to bring strife and ruin to the elves again. The xill of Chapter Three may have been only the first vanguard of a much greater invasion force, and after two decades, they are finally ready to strike from the Gray and onto the world. Similarly, the disir that were introduced in *Spectre of Sorrows* may finally be in a position to sweep from the Deepdark and into the cities of Ansalon. Will the children of the Age of Mortals be ready for them? As always, it is up to you and your players to determine how things unfold in the future.

FINAL THOUGHTS

Price of Courage is not just a one-time experience.

When the original outline was being put together, one inspiration for the way things would turn out was the classic *DRAGONLANCE* adventures by Tracy & Laura

Hickman, Douglas Niles, Michael Dobson, Jeff Grubb, and the other creators of the original story. The classic adventures, which are now being re-released by Sovereign Press and Margaret Weis Productions as *Dragons of Autumn*, *Dragons of Winter*, and *Dragons of Spring*, feature multiple possible endings for the saga. Much like Tracy & Laura's earlier gothic romance and Egyptian-inspired adventures, a fortune-telling motif with a number of potential paths is present to allow the adventures to be played again and again. This is true for this adventure as well.

With Rasca's Calantina sessions, Frost's goals, and the path he takes towards those goals can be different every time you play. I encourage you, if you've enjoyed this adventure, to return to it at some later point and run it again—this time with a different set of results for Rasca and perhaps a few other changes to the chapters. Replace the xill in Chapter Three with something else alien and terrifying (such as githyanki, mind flayers, or demons). Switch out Sylviana and the elves of Cristyne in Chapter Four for any ancient enemy of the dwarves and Thorbardin. Substitute Two-Faced Grom and Malfesus in Chapter Two for Ankharr and Hiddukel, especially if you're a fan of half-giants. Tinker to your heart's content!

Lastly, this adventure would never have been possible without the constant support of my wife, my friends, my family, and the many fans of *DRAGONLANCE* who continue to give designers and writers a reason to begin new stories and broaden the old. To them and to you, I offer my sincerest thanks and appreciation. Now go and have fun!

Cam Banks, Summer 2006



APPENDIX ONE: MONSTERS AND MAGIC

This appendix contains descriptions and statistics for the new monsters, spells, equipment, and magic items found in this adventure.

NEW MONSTERS

There are a number of new creatures and monsters introduced in the adventure. The next few pages contain detailed entries for these new challenges.

CHULCRIX

This repugnant creature resembles a plump worm of gigantic proportions, one hundred feet long and twenty feet in diameter; it swims through the air with a rippling motion. Its thick, black chitin secretes a glistening mucus that stinks of rotting flesh, and two writhing 30-foot-long arms extend from behind the creature's maw, ending in snapping pincers. Its maw is a round valve lined with tendril-like sensory organs; it can expand to a diameter of one-third the creature's body length.

CHULCRIX

CR 17

Always CE Colossal aberration (extraplanar)

Init +4; **Senses** blindsight 300 ft.; **Listen** +0, **Spot** +0

AC 30, touch 2, flat-footed 30 (-8 size, +38 natural)

hp 336 (32 HD); fast healing 5; **DR** 15/magic and slashing

Immune cold, fire, visual effects (including gaze attacks and illusions requiring sight)

Resist acid 10, electricity 10; **SR** 25

Fort +18, **Ref** +10, **Will** +20

Spd fly 60 ft. (average)

Melee* 2 claws +19 (3d8+16/19-20) and bite

+19 (4d6+23 plus improved grab) or

Melee* claw +15 (3d8+16/19-20 plus 10 ft. knockback, Reflex

DC [damage dealt], Large or smaller) with Awesome Blow

*includes adjustments for a 10-point Power Attack

Space 30 ft.; **Reach** 20 ft. (30 ft. with claws)

Base Atk +24; **Grp** +53

Atk Options Awesome Blow, Flyby Attack, Improved Bull Rush, Improved Grab (bite),

Power Attack, Snatch, Swallow Whole

Special Actions Paralytic Telekinesis

Spell-Like Abilities (CL 17th):

At will—*plane shift* (self only)

Abilities Str 36, Dex 10, Con 22, Int 6, Wis 11, Cha 10

SQ mucus

Feats Awesome Blow, Flyby Attack, Great Fortitude,

Hover, Improved Bull Rush, Improved Critical

(pincers), Improved Initiative, Improved Natural

Attack (pincers), Iron Will, Power Attack, Snatch

Skills Knowledge (the planes) +16, Escape Artist +25

Environment Ethereal Plane

Organization Solitary

Treasure None

Advancement 33+ HD (Colossal)

Blindsight (Ex) The chulcric's sensory organs can detect

creatures using nonvisual means, detecting motion, odour, and body heat. It can pinpoint the location of any creature within 300 feet and can detect the presence of creatures up to ten miles distant.

Mucus (Ex) A chulcric continuously exudes a viscous ooze that gives it immunity to cold and fire, resistance to acid 10, and resistance to electricity 10. In addition, the nature of the ooze grants the chulcric a +8 racial bonus to Escape Artist checks.

Paralytic Telekinesis (Su) The chulcric can create a cone of telekinetic force, extending from its maw to a range of 100 feet. All creatures within the area of the cone are paralyzed (Will save DC 26 negates) and begin to float towards the chulcric's maw at a speed of 10 feet per round. A Reflex save (DC 26) allows normal movement for one round. The chulcric must make a full-round action to maintain the paralytic telekinesis each round; if it takes any other action, the effect ends, and affected creatures may move normally (usually falling to the ground).

Plane Shift (Sp) The chulcric can *plane shift* as a spell-like ability by turning itself inside-out and shifting to a new location, instantly resuming its normal shape. Any living creatures in the chulcric's gullet are left behind when it *plane shifts* to a new location.

Swallow Whole (Ex) If the chulcric brings an opponent of Huge or smaller size to its maw with its paralytic telekinesis ability, it can try to swallow the opponent by making a successful grapple check. Creatures swallowed whole are considered grappled. A chulcric does not suffer any penalties for grappling creatures it has swallowed; thus it can make attacks, use its special attacks, and threaten squares normally. Once inside the creature's gullet, the opponent takes 2d8+13 points of crushing damage plus 6 points of acid damage per round from the chulcric's digestive juices. A swallowed creature can cut its way out by dealing 40 points of damage to the chulcric's digestive tract (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A chulcric's gullet can hold 2 Gargantuan, 8 Huge, 32 Large, or 128 Medium or smaller creatures.

Chulcrices are solitary creatures that roam the Ethereal Plane in search of their prey. They have been known to associate with eyewings, ethereal marauders, and ethereal filchers, which help in their search for food. Chulcrices are asexual and hatch as full-formed adults from enormous spherical eggs of black crystal. They are occasionally brought into the service of the gods of darkness to torment planar travelers.

Chulcrices are somewhat intelligent, but do not speak any language and have none of their own. They can communicate telepathically in simple phrases with any sentient creature within 300 feet, but rarely do so.

STRATEGIES AND TACTICS

Voracious carnivores, chulcrices enter combat with the intention of devouring prey. For this reason, they prefer to use special attacks rather than engage their opponents in melee, in order to keep their bodies relatively intact for when they consume their enemy. A chulcric only uses its pincer attacks against opponents that have resisted its paralytic telekinesis ability or aren't desirable food. A chulcric that loses more than half of its hit points usually *plane shifts* to safety, abandoning any prey that it has not yet devoured and digested.

DRAGONSPAWN TEMPLATE (ERRATA)

The following are changes to the dragonspawn template given in Chapter 7 of the *DRAGONLANCE Campaign Setting*.

“Dragonspawn” is an acquired template that can be added to any corporeal giant, humanoid, or monstrous humanoid of Small, Medium, or Large size (hereafter known as the “base creature”).

Size and Type: Creature type changes to dragon with the augmented subtype and the same subtype as the dragon type (fire, cold, etc) of its creator. Size remains unchanged. Do not recalculate base attack bonus or saves.

Special Qualities: Add the following special quality to the template.

—**Immunities:** The creature gains immunity to *sleep* and paralysis effects, as well as immunity to the type of damage dealt by their breath weapon (acid, electricity, etc).

DWARF, SCION

Scions are an incredibly rare race of magic-attuned dwarves created with the release of the Graygem and numbering only thirteen. In their true form, scions are gold-skinned and have silver hair and beards. All are male and unable to father children. Although the following information details their core racial attributes, all of them are powerful spellcasters with levels in sorcerer and (in many cases) loremaster, ambient tempest (from the *Bestiary of Krynn* sourcebook), or archmage. As such, no “typical” scion exists.

Scions known to history include Chisel Loremaster, who recorded the history of the dwarves; Varrash, a scion who spread the knowledge of sorcery in the Age of Mortals; and Dolmen Scalecarver, a rogue scion responsible for teaching the Dragon Overlords and other wyrms how to employ draconic vampirism. Dolmen appears in Chapters Six and Seven of this adventure, and his statistics are provided in Appendix Two.

Scions have an extremely long lifespan. All scions still alive in the current era are still only considered Old, despite being alive for thousands of years. They have the same height and weight range as other dwarves.

SCION RACIAL TRAITS

Scions share all the racial traits of dwarves from the *Player's Handbook*, except as follows:

- +2 Intelligence, +2 Charisma: Scions are not as hardy

as other dwarves, but their minds are sharper; and they are considerably more comfortable in social situations.

- +2 racial bonus to Spellcraft and Use Magic Device checks. Scions are adept at the practical workings of magic. These skills are always class skills for the scion, regardless of what classes they possess. This replaces the standard dwarf's stonecunning and Appraise skill check bonus.
- Immune to paralysis, magical aging, and magical sleep effects.
- Spell resistance of 11 + class level.
- Spell-Like Abilities: Scions may cast the following spells as spell-like abilities: 1/day—*disguise self*, *magic weapon*, *silent image*. Caster level equals character level.
- Scions do not gain the standard racial bonus to attack rolls against goblinoids, nor do they gain the racial dodge bonus to AC against giants.
- **Favored Class:** Sorcerer.
- **Level Adjustment:** +2.
- **Challenge Rating:** Scions with NPC class levels have a Challenge Rating equal to their NPC class levels. Scions with PC class levels (which is most of them) have a Challenge Rating equal to their PC class levels +1.

FILAMENT CLUSTER

This is a huge mass of pale tendrils and clumps of mottled fungal growths. It extends up out of the muddy water of the swamp, tendrils flicking out as if tasting the air. Clouds of spores drift above the mass, and there is a distinctly unpleasant stench of rotting meat surrounding it.

FILAMENT CLUSTER

CR 13

Always N Huge plant

Init +5; Senses blindsense 60 ft., tremorsense 60 ft.; Listen +11, Spot +11

AC 22, touch 8, flat-footed 21 (+1 Dex, -2 size, +13 natural) hp 230 (20 HD); DR 10/slashing

Immune acid, gaze attacks, sight-dependent effects; plant traits

Resist fire 10; SR 18

Fort +21, Ref +6, Will +9

Spd 0 ft.

Melee 4 tentacles +23 (2d6+10/19-20)

Space 15ft.; Reach 20 ft. (tentacle)

Base Atk +15; Grp +33

Atk Options Combat Reflexes, constrict 2d6+10, improved grab

Special Actions mycotenebral spore infection, produce thrall, spore jet (30 ft. line, 8d6 acid damage, Reflex DC 27 half, plus spore infection)

Abilities Str 30, Dex 13, Con 24, Int 9, Wis 13, Cha 9

Feats Alertness, Combat Reflexes, Great Fortitude, Improved Critical (tentacle), Improved Initiative, Iron Will, Weapon Focus (tentacle)

Skills Knowledge (nature) +6, Listen +11, Sense Motive +11

Environment Any marsh

Organization Solitary or nest (1 filament cluster plus 1d6 filament thralls)

Treasure Standard

Advancement —

Constrict (Ex) A filament cluster deals 2d6+10 points of damage with a successful grapple check.

Improved Grab (Ex) To use this ability, a filament cluster must hit an opponent of Huge or smaller size with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins a grapple check, it establishes a hold and can constrict. If the filament thrall succeeds on pinning an opponent with a further grapple check, it automatically exposes the victim to its mycotenebral spore infection. An opponent can attack a filament cluster's tentacles with a sunder attempt as if they were weapons. A filament cluster's tentacles have 20 hit points each. If a filament cluster is currently grappling a target with the tentacle being attacked, it usually uses another tentacle to make an attack of opportunity against the attacker making the sunder attempt. Severing a tentacle deals 10 points of damage to the filament cluster. The filament cluster regrows severed limbs in 1d6+6 rounds.

Mycotenebral Spore Infection (Su) Supernatural disease—inhaled, Fortitude DC 32, incubation period 1 hour, 1d6 Int and 1d6 Wis. This disease is delivered by the filament cluster's spore jet (see below) or by pinning a grappled victim. The save DC is Constitution-based with a +5 racial modifier. For more information see the "Shadow Under the Swamp" sidebar in Chapter One, page XX.

Produce Thrall (Su) Each filament cluster may produce one filament thrall per day. This process takes 10 minutes, so a cluster usually has one or more thralls already created and waiting nearby. A filament cluster may not have more than six thralls active at any one time.

Spore Jet (Su) A filament cluster can project a stream of concentrated fungal spores in a line 30 ft. long and 5 ft. wide once every 1d6 rounds. This jet deals 8d6 points of acid damage and exposes any target in the area of effect to the mycotenebral spore infection. A successful DC 27 Reflex save halves the damage, but spore exposure must be saved against separately (even if the acid damage is negated with evasion or improved evasion). The save DC is Constitution-based.

Filament clusters are the nodes of the mycotenebral fungus network. They produce both filament thralls and fungal duplicates, although the creature entry described above represents the cluster's animate component; the remainder of the node is beneath the surface and surrounded by the pods or cocoons that contain trapped victims. Killing the filament cluster also destroys that node of the mycotenebral fungus, freeing captive victims, rendering the filament thralls in the vicinity inactive until brought within 100 feet of another cluster, and causing all fungal duplicates created by the cluster to wither and die in 1d6 hours. Thus, defending each cluster is of paramount importance to the mycotenebral fungus.

Each cluster may communicate telepathically with any living creature in a 100 ft. range, but rarely does, for its thoughts are alien and limited to searching questions about identity and nourishment. The cluster knows

anything a captive victim knows, but its intelligence prevents it from making use of this knowledge except to a very limited degree.

STRATEGIES AND TACTICS

Filament clusters always defend themselves from threats. Any creature that comes within range of its tremorsense and blindsense that is not already part of the mycotenebral fungus network is a threat. The cluster will produce a thrall, if it has not already created one, and direct it to attack, joining in if any target closes into tentacle range. A cluster's primary goal is to capture and create a duplicate of anything living, so it will use grapples and spore jets most often. Threats that prove immune or resistant to its spores will be destroyed.

FILAMENT THRALL

This hideous creature resembles an elongated olive-colored mushroom or toadstool that moves about on a cluster of ropy tentacles. Six larger tentacles lash out from underneath the creature's mushroom cap, whipping about with great speed. An odor like rotting meat hangs about the creature as it surges forward.

FILAMENT THRALL

CR 12

Always N Large plant

Init +6; Senses low-light vision, tremorsense

60 ft.; Listen +12, Spot +11

AC 25, touch 11, flat-footed 23 (–1 size, +2 Dex, +14 natural)

hp 174 (16 HD); DR 5/slashing

Immune acid; plant traits

Resist fire 10; SR 14

Fort +16, Ref +7, Will +5

Spd 10 ft., burrow 10 ft., swim 30 ft.

Melee 6 tentacles +21 (1d6+9)

Space 10 ft.; Reach 15 ft. (tentacle)

Base Atk +12; Grp +25

Atk Options Combat Reflexes, constrict

1d6+9, improved grab

Special Actions mycotenebral spore infection, spore jet (15 ft. line, 6d6 acid damage, Reflex DC 24 half, plus spore infection)

Abilities Str 28, Dex 14, Con 22, Int 3, Wis 11, Cha 7

Feats Alertness, Combat Reflexes, Improved Initiative,

Toughness (x2), Weapon Focus (tentacle)

Skills Hide +8*, Listen +12, Spot +11, Swim +17

Environment Any marsh

Organization Solitary, pair, or cluster (3-6)

Treasure Half standard

Advancement 17-32 HD (Large), 33-48 HD (Huge)

Constrict (Ex) A filament thrall deals 1d6+9 points of damage with a successful grapple check.

Improved Grab (Ex) To use this ability, a filament thrall must hit an opponent of Huge or smaller size with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins a grapple check, it establishes a hold and can constrict. If the filament thrall succeeds in pinning an opponent with a further grapple check, it automatically

exposes the victim to its mycotenebral spore infection. An opponent can attack a filament thrall's tentacles with a sunder attempt as if they were weapons. A filament thrall's tentacles have 15 hit points each. If a filament thrall is currently grappling a target with the tentacle being attacked, it usually uses another tentacle to make an attack of opportunity against the attacker making the sunder attempt. Severing a tentacle deals 5 points of damage to the filament thrall. The filament thrall regrows severed limbs in 1d6+6 rounds.

Mycotenebral Spore Infection (Su) Supernatural disease—inhaled, Fortitude DC 29, incubation period 1 hour, 1d6 Int and 1d6 Wis. This disease is delivered by the filament thrall's spore jet (see below) or by pinning a grappled victim. The save DC is Constitution-based with a +5 racial modifier. For more information see the "Shadow Under the Swamp" sidebar in Chapter One, page XX.

Spore Jet (Su) A filament thrall can project a stream of concentrated fungal spores in a line 15 ft. long and 5 ft. wide once every 1d4 rounds. This jet deals 6d6 points of acid damage and exposes any target in the area of effect to the mycotenebral spore infection. A successful DC 24 Reflex save halves the damage, but spore exposure must be saved against separately (even if the acid damage is negated with evasion or improved evasion). The save DC is Constitution-based.

Skills Filament thralls have a +8 racial bonus to Swim checks. A filament thrall may take 10 on a Swim check even in stressful situations. *Filament thralls also have a +12 racial bonus on Hide checks in marsh or aquatic terrain.

Filament thralls are mobile extensions of the mycotenebral fungus of the Shadowglades. Each thrall is produced by a filament cluster and guards the cluster, lurking beneath the surface of the muck and either burrowing through the mud or swimming in deeper areas. Filament thralls are also tools with which the mycotenebral fungus can secure more victims, serving a similar but distinctly separate role as the fungal duplicates.

A filament thrall does not speak or understand any language, but communicates telepathically with the mycotenebral fungus so long as it remains within 100 ft. of a filament cluster.

STRATEGIES AND TACTICS

Filament thralls are fairly straightforward combatants, although they tend to begin a fight by sensing any approaching targets with their tremorsense ability (which functions equally well through mud) while hidden in the swamp. Once they engage with their targets, they attempt to grab and infect as many as possible, using spore jets to handle targets out of the range of their tentacles.

FUNGAL CREATURE

Fungal creatures are copies of real creatures that have been captured by the mycotenebral fungus. While the real creature remains in stasis, cocooned in a pod underneath the swamp around a filament cluster, the mycotenebral fungus sends the copy out into the world in order to

infiltrate other creatures and spread the spore infection. Because the copy is not perfect, the fungal creature acts oddly at times, forgetting important details the real creature knew or even how to use its special abilities and skills. For the most part, however, fungal creatures can remain hidden and undetected for some time before anybody notices that they are actually fungi.

SAMPLE FUNGAL CREATURE

This looks like a primitive tribesman dressed in clothing fashioned from wet leather. His skin looks waxy and pale, and his eyes track back and forth as if unsure what to focus on. He smells earthy and damp, and he moves with the odd gait of somebody who has not walked in a long time.

This example uses a 6th-level nomad human warrior as the base creature.

FUNGAL LOR-TAI NOMAD

CR 6

Always N Medium plant

Init +0; Senses low-light vision; Listen -1, Spot -1

AC 14, touch 10, flat-footed 14 (+2 leather, +2 natural)

hp 26 (5 HD); DR 5/slashing

Immune plant traits

Resist fire 10

Fort +5, Ref +1, Will +0

Spd 20 ft.

Melee mwk spear +9/+4 (1d8+1/x3) and

Ranged mwk spear +8 (1d8+1/x3)

Base Atk +6; Grp +7

Atk Options Power Attack

Special Actions mycotenebral spore infection (DC 13)

Abilities Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8

SQ confusion

Feats Endurance, Power Attack, Toughness,

Weapon Focus (spear)

Skills Bluff +7, Climb +9, Disguise +7, Survival +3, Swim +9

Possessions leather armor, mwk spear

Environment Any marsh

Organization Single, pair, or group (3-18)

Treasure standard

Advancement By character class

Confusion (Su) A fungal Lor-Tai nomad has an imperfect copy of the original nomad's brain and mental faculties and, as such, is prone to mental instability. Whenever a fungal Lor-Tai nomad is first attacked, or targeted by a mind-affecting spell or effect, it acts as if under the effects of a *confusion* spell for 1d6 rounds. When determining how the fungal Lor-Tai nomad acts each round, treat the creature that attacked or triggered the confusion as the "caster". Note that although a mind-affecting spell or effect can trigger this confusion, a fungal Lor-Tai nomad is otherwise immune to mind-affecting spells or effects, because it is a plant.

Mycotenebral Spore Infection (Su) Supernatural disease—inhaled, Fortitude DC 13, incubation period 1 hour, 1d6 Int and 1d6 Wis. A fungal Lor-Tai nomad can release a cloud of spores that fills all adjacent squares (15 ft. by 15 ft. radius centered on the fungal creature) for 1d6 rounds once every hour. For more information see the "Shadow

Under the Swamp” sidebar in Chapter One, page XX. Skills Fungal Lor-Tai nomads gain a +8 racial bonus to Bluff and Disguise checks.

A fungal Lor-Tai nomad is a copy of a real member of the marsh-dwelling Lor-Tai tribe from northern Estwilde. Most of the Lor-Tai are peaceful, placid individuals, content to hunt for small game animals and forage for herbs. Since the Chaos War, however, they have had to develop greater skills at hunting and defense in order to keep their tribe from being overcome by aberrations and beasts from the swamp. Unfortunately, the swamp has taken many of the Lor-Tai hunters and replaced them with fungal copies, so the future of this tribe is uncertain.

Fungal Lor-Tai nomads speak the language of the Lor-Tai and the Estwilde regional language. Some understand, but cannot speak, Common.

STRATEGIES AND TACTICS

In combat, a fungal Lor-Tai nomad follows the imprint of the original creature from which it was copied; it relies on numbers and a combination of thrown spears and charging into melee. As soon as they are attacked, however, their confusion is triggered, and they can begin to act completely irrational, flee, stand and do nothing, or turn on each other. This makes them very unpredictable.

CREATING A FUNGAL CREATURE

“Fungal creature” is an inherited template that can be added to any corporeal aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, or vermin (referred to hereafter as the base creature). Creatures with the extraplanar subtype cannot become fungal creatures. A fungal creature has all the base creature’s statistics and special abilities except as noted here.

Size and Type: The creature’s type changes to plant. Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: Same as the base creature.

Speed: Reduce base land speed by 10 feet. If the base creature’s base speed is 10 feet or less, it is unchanged.

Armor Class: Natural armor improves by +2.

Attacks: A fungal creature retains all the attacks of the base creature.

Special Attacks: A fungal creature retains all of the special attacks of the base creature and also gains the special attack listed below.

Mycotenebral Spore Infection (Su): Supernatural disease—inhaled, incubation period 1 hour, 1d6 Int and 1d6 Wis. The Fortitude save DC for a specific fungal creature’s spores is equal to 10 + 1/2 fungal creature’s HD + fungal creature’s Con modifier +5 racial bonus. A fungal creature can release a cloud of spores that fills all adjacent squares (15 ft. by 15 ft. radius centered on the fungal creature) for 1d6 rounds once every hour. For more information see the “Shadow Under the Swamp” sidebar in Chapter One, page XX.

Spells: Fungal creatures based on blackguards, clerics,

druids, paladins, rangers, wizards, or other spellcasters who prepare their spells do not retain their spellcasting ability. Fungal creatures based on assassins, bards, mystics, sorcerers, and other spellcasters who cast their spells spontaneously keep their spellcasting abilities.

Special Qualities: A fungal creature retains all of the special qualities of the base creature and also gains the special quality listed below.

—**Confusion (Su):** A fungal creature has an imperfect copy of the base creature’s brain and mental faculties and is prone to mental instability. Whenever a fungal creature is first attacked, or targeted by a mind-affecting spell or effect, it acts as if under the effects of a *confusion* spell for 1d6 rounds. When determining how the fungal creature acts each round, treat the creature that attacked or triggered the confusion as the “caster”. Note that although a mind-affecting spell or effect can trigger this confusion, a fungal creature is otherwise immune to mind-affecting spells or effects, because it is a plant.

—A fungal creature’s body is resilient and somewhat spongy, giving it damage reduction 5/slashing.

—A fungal creature has fire resistance 10.

Abilities: As base creature.

Skills: A fungal creature has a +8 racial bonus on Bluff and Disguise checks. Otherwise same as base creature.

Feats: As base creature.

Environment: Any marsh.

Organization: Solitary, pair, or group (determined by base creature).

Challenge Rating: If the base creature was a spellcaster who prepares its spells, the fungal creature’s Challenge Rating is half the base creature +1. Otherwise as base creature +1.

Treasure: Standard. Fungal creatures typically take the possessions of the individual they are copied from, or acquire new possessions later.

Alignment: Always neutral.

Advancement: As base creature.

OGRE TITAN

Ogre titans are ogres who have undergone a magical transformation that changes them into beings of incredible power, inhuman beauty, and unsurpassed cruelty. Through the use of a dark ritual, imparted to an ambitious ogre mage by a vision sent to him by Takhisis, those descended from the ogres of old can become muscular blue-skinned giants well over fifteen feet in height with graceful and articulate features, elongated talons on their fingers, spurs of bone from their elbows, and teeth like a shark’s. Their minds are similarly advanced, granting them thoughts like lightning, inhuman senses, and a calculating intellect. Magic becomes easier to access for an ogre titan, especially the ambient magic of the world. Even those ogre titans who do not pursue spellcasting find that they understand and perceive magical forces with greater clarity.

The following information replaces the information on creating an ogre titan that was originally published in the *Age of Mortals* sourcebook.

The ogre titan Tdarnek appears in Appendix Two:

Characters and Creatures of this book under the “Leaders and Personalities” NPCs for Chapter Five: The Doom of Daltigoth.

CREATING AN OGRE TITAN

“Ogre titan” is an acquired template that can be added to any Medium or larger giant, humanoid, or monstrous humanoid with giant blood and a Constitution score of at least 12 (referred to hereafter as the base creature). Examples of eligible creatures are ogres, ogre mages, trolls, hags, half-ogres, Irda, and hill giants. An ogre titan has all the base creature’s statistics and special abilities except as noted here.

Size and Type: The creature’s type changes to monstrous humanoid. Do not recalculate base attack bonus, saves, or skill points. Size increases by one step, with appropriate changes to ability scores, Armor Class, natural armor, and attacks.

Hit Dice: Same as the base creature.

Speed: Base land speed increases by 10 feet.

Armor Class: Natural armor improves by +4 (this stacks with existing natural armor bonuses and adjustments from size increase).

Attacks: An ogre titan has two claw attacks, two bone spur attacks, and a bite attack; the claws are the primary natural weapons. If the base creature can use manufactured weapons, it retains this ability. An ogre titan fighting without weapons uses a claw when making an attack action. When it has a weapon, it usually uses the weapon instead. An ogre titan without weapons uses its claws, bone spurs, and bite when making a full attack. If armed with a weapon, it usually uses its weapon as its primary attack and its bite and bone spurs as secondary attacks. If it has a hand free, it may also make a claw attack as a secondary attack.

Damage: An ogre titan has bite, claw, and bone spur attacks. If the ogre titan does not already have a bite attack or claw attack, use the damage values in the accompanying table. Otherwise, use the damage value in the table or the base creature’s damage values, whichever are greater.

Size	Bite	Claw/Spur
Large	1d8	1d6
Huge	2d6	1d8
Gargantuan	3d6	2d6
Colossal	4d6	3d6

Special Attacks: An ogre titan retains all of the special attacks of the base creature and also gains the special attacks listed below. Unless otherwise noted, all saving throws against an ogre titan’s special attacks have a DC of $10 + \frac{1}{2}$ ogre titan’s HD + Charisma modifier.

—*Awe-Inspiring Presence (Su)*: The presence of an ogre titan can have an incredible effect on its lesser kin. Ogres, half-ogres, trolls, and other creatures with the giant type within a 30 ft. radius + 10 ft. per point of Charisma bonus of the ogre titan must make a Will saving throw or be *charmed* (as *charm monster*). While *charmed*, an affected creature gains a morale bonus to attack rolls, damage rolls,

and saving throws against mind-affecting effects equal to the ogre titan’s Charisma bonus for as long as it remains within the effect’s radius. Creatures in the area of effect that are not affected by the *charm* (creatures that are not ogres, half-ogres, trolls, or giants) must instead make a Will saving throw or become shaken. A shaken creature must make a second Will save if the ogre titan attacks, charges, or otherwise directly confronts the creature or become panicked.

—*Necromantic Talent (Su)*: As a result of the necromantic energies used in the Ritual of Rebirth, an ogre titan’s body is suffused with necromantic power. Any necromantic spell cast by the ogre titan has a +1 bonus to the save DC and a +1 caster level for the purposes of overcoming spell resistance and determining variable spell effects. An ogre titan is healed by negative energy effects and harmed by positive energy effects, just as an undead creature.

—*Stone and Steel Shaping (Sp)*: An ogre titan may use *fabricate* as a spell-like ability with a caster level equal to the ogre titan’s Hit Dice. The use of this ability is limited to stone and metal and is fatiguing; when used, the ogre titan suffers a –2 penalty to Strength and Dexterity and cannot run or charge until he has rested for a length of time equal to the time spent using the ability. An ogre titan who is further fatigued during this time becomes exhausted.

—*Soul Blast (Sp)*: An ogre titan may generate blasts of necromantic energy at the cost of his own health. These blasts take the form of ranged touch attacks composed of negative energy. Each blast has a range of 60 feet and deals 1d4 points of damage for every 2 hit points the ogre titan expends to use it, up to a maximum number of dice equal to the ogre titan’s Hit Dice. An ogre titan may split these dice up among multiple targets if the ogre titan would normally gain additional attacks each round based on his base attack bonus. Thus, a 16 HD ogre titan with a BAB of +13 and Dexterity of 14 could make a single 16d4 attack with a +15 bonus (dealing 32 points of damage to himself) or a 6d4 attack at a +15 bonus, a 6d4 attack at a +10 bonus, and a 4d4 attack at a +5 bonus.

Special Qualities: An ogre titan retains all of the special qualities of the base creature and also gains the special qualities listed below.

—*Giant Blood*: Ogre titans are considered to be giants for the purposes of effects that target creatures with the giant type.

—*Heightened Senses (Ex)*: An ogre titan has extremely acute senses, which grants him a +8 racial bonus to Listen, Search, and Spot checks. An ogre titan gains low-light vision and darkvision 60 ft., if the base creature did not already have them, and the scent extraordinary ability, allowing him to detect opponents within 30 ft. by sense of smell.

—*Inscrutable Intellect (Ex)*: An ogre titan’s complex and labyrinthine mind allows him to add his Intelligence bonus as a racial bonus to saving throws against mind-affecting spells and effects and attempts to discern his thoughts.

—*Titan Language (Ex)*: An ogre titan can speak and understand a strange language that was invented by

Dauroth and taught to ogres who undergo the Ritual of Rebirth. This language is said to be that of the ancient ogre titans, although no such race ever existed. Because of its alien nature, it requires twice as many skill points to learn as other languages, and spells such as *comprehend languages* and *tongues* require a DC 20 Intelligence check on the part of the spellcaster to decipher the language's structure.

Abilities: Increase from the base creature as follows: Strength +4, Dexterity +4, Constitution +4, Intelligence +8, Wisdom +4, Charisma +10. These are in addition to the ability score adjustments from a size increase.

Skills: Ogre titans receive a +4 racial bonus to Concentration, Intimidate, Knowledge (arcane), Knowledge (history), and Sense Motive.

Feats: Same as base creature.

Environment: Same as base creature.

Organization: Solitary, pair, or cabal (3-8).

Challenge Rating: As base creature +2.

Treasure: Double standard.

Alignment: Any evil.

Advancement: By character class. An ogre titan's favored class changes to sorcerer.

Level Adjustment: Same as base creature +6.

SKULLWYRM

This hideous creature looks like an animated dragon's skull and spinal column. A cold blue-green fire burns in the skull's eyesockets, and the creature's bones are encrusted in ice. It glides along like a snake, surrounded by an aura of cold menace.

WHITE SKULLWYRM

CR 17

Always CE Large undead (cold)

Init +2; Senses darkvision 60 ft., keen

senses; Listen +27, Spot +27

Aura frightful presence (60 ft., Will DC 24)

Languages Common, Draconic

AC 33, touch 11, flat-footed 31 (+22 natural,

+2 Dex, -1 size); Dodge, Mobility

hp 130 (20 HD); DR 10/magic and bludgeoning

Resist turn resistance +4; SR 28

Immune cold, undead traits

Fort +6, Ref +8, Will +14

Weakness vulnerability to fire

Spd 50 ft.; Spring Attack

Melee bite +19 (2d8+10 plus 1d8 cold) and
tail lash +14 (1d8+15 plus 1d8 cold)

Space 10 ft.; Reach 5 ft. (10 ft. with bite)

Base Atk +10; Grp +22

Atk Options cold, Combat Expertise, constrict (3d6+15
plus 1d8 cold), improved grab, Improved Trip

Special Actions breath weapon (40 ft. cone, 6d6
cold, Reflex DC 26 half), elemental shaping

Spell-Like Abilities (CL 17th)

At will—*bestow curse* (DC 18), *detect good*, *detect
magic*, *see invisibility*, *suggestion* (DC 17)

3/day—*fog cloud*, *gust of wind* (DC 16)

1/day—*unholy aura* (DC 22)

Abilities Str 31, Dex 15, Con —, Int 13, Wis 14, Cha 18

Feats Ability Focus (breath weapon), Awareness,

Combat Expertise, Dodge, Improved

Trip, Mobility, Spring Attack

Skills Intimidate +27, Hide +21, Listen +27,

Move Silently +25, Spot +27

Environment Any cold

Organization Solitary, pair, or group (3-6)

Treasure Double standard

Advancement 21-30 HD (Large), 31-40 HD

(Huge); Level Adjustment —

Breath Weapon (Su) A white skullwyrms has the breath weapon of an adult white dragon, except the Reflex save is Charisma-based, not Constitution based.

Cold (Ex) A white skullwyrms's bones constantly generate an intense cold, causing opponents to take an additional 1d8 points of cold damage every time the creature succeeds on a melee attack or grapple check. Creatures attacking a white skullwyrms unarmed or with natural weapons take this same cold damage each time one of their attacks hit. When a white skullwyrms scores a critical hit on an opponent, the effect is much like an icy burst weapon; in addition to the 1d8 damage from the attack, the white skullwyrms deals an additional 2d8 points of cold damage.

Constrict (Ex) A skullwyrms deals 3d6+15 points of damage plus 1d8 points of cold damage with a successful grapple check. While it is constricting an opponent, a skullwyrms cannot use its tail lash attack.

Elemental Shaping (Su) As a standard action, white skullwyrms have the ability to shape large quantities of snow and ice into walls, ramps, and other forms much like the *stone shape* spell, only with snow and ice instead of earth and stone. This ability can also duplicate a *wall of ice* spell, although quantities of snow and ice must exist to form the ice plane or hemisphere, and the skullwyrms is able to leave openings, holes, or adjust the dimensions of the shapes created as it desires.

Improved Grab (Ex) To use this ability, a skullwyrms must hit with its tail lash attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Skullwyrms are undead creatures created by the power of Frost's *skull totem* from the skull and spine of a dragon, using additional knowledge granted by Chemosh. They retain some of the elemental traits they had in life, but have no memory of their former existence. They exist solely to serve their creator as guardians.

Skullwyrms speak Common and Draconic. More advanced skullwyrms may understand other languages, but their limited intelligence usually keeps them from knowing more than that. Skullwyrms are always formed from adult or older dragons, regardless of the original type, and most are at least 9 feet long and weigh 750 pounds or more.

STRATEGIES AND TACTICS

Skullwyrms typically employ their breath weapon or elemental shaping powers before they enter melee, usually to improve their chances of overcoming an opponent or clearing enough space to take on a single target. A skullwyrms favors a constrict attack on armored foes and chooses to use its bite or tail lash against smaller and weaker opponents. With its Spring Attack feat, a skullwyrms can dash in, bite a victim, and then withdraw like a cobra.

Because skullwyrms are undead, they are vulnerable to certain effects in the hands of clerics and paladins, so if they are aware of a divine spellcaster, they will target that enemy with their spell-like abilities first.

OTHER SKULLWYRMS

White skullwyrms are the most common of Frost's skullwyrms minions, but it is possible others may have been created by the White Dragon Overlord; the other Overlords or their servants may have uncovered a means of creating skullwyrms of their own prior to the War of Souls. Skullwyrms created from other dragon types will have statistics similar to those given above, although their weaknesses, immunities, elemental subtype, elemental shaping, and breath weapon will all match the elemental nature of the base creature. A red skullwyrms, for instance, will have a cone of fire as a breath weapon.

WICHTLANI CREATURE

This is a wilder elf with feral features and dark tribal leathers. His dark face is painted with a chalk-white skull, and whorls of red and black paint decorate his bare upper arms. He holds a spear in a tight grip, ready to lunge.

This example uses a 4th-level Kagonesti elf warrior as the base creature.

WICHTLANI KAGONESTI WARRIOR CR 4

Always NE Medium humanoid

Init +6; Senses elvensight (darkvision 60 ft., low-light vision), scent; Listen +5, Spot +5

AC 16, touch 12, flat-footed 14 (+2 Dex, +2 leather, +2 natural); Dodge

hp 22 (4 HD)

Immune energy drain, paralysis, poison, sleep

Resist *cure* spells

Fort +4, Ref +3, Will +2

Weakness *allomanya* addiction

Spd 40 ft.

Melee bite +5 (1d6+1) or

Melee mwk spear +6 (1d8+1/x3) and bite +0 (1d6+1) or Ranged mwk spear +7 (1d8+1/x3)

Base Atk +4; Grp +5

Atk Options improved grab, rage 1/day

Abilities Str 13, Dex 15, Con 13, Int 8, Wis 12, Cha 12

Feats Alertness, Dodge, Improved Initiative^B

Skills Intimidate +2, Knowledge (nature) +1, Listen +5, Search +1, Spot +5, Survival +4

Possessions leather armor, mwk spear, 2 vials of Wichtlani *allomanya*

Environment Temperate forests.

Organization Band (3-18)

Treasure Standard.

Advancement By character class; Level Adjustment +2

Allomanya Addiction All wichtlani creatures are addicted to *allomanya* (see Appendix One: Monsters and Magic for more details). If they do not ingest a vial of *allomanya* every 24 hours, they begin to suffer the effects of withdrawal. Their addiction also means they are resistant to *cure* spells. A wichtlani creature's increased ability scores and natural armor from *allomanya* addiction are already factored into this template's benefits.

Improved Grab (Ex) To use this ability, the wichtlani creature must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can deliver bite damage automatically each round with a successful grapple check. A wichtlani creature can only use this ability on a creature one size smaller than itself or smaller.

Rage (Ex) A wichtlani creature can fly into a rage as a 1st-level barbarian. If the wichtlani already possesses this ability or gains this ability later as a result of levels in another class with this ability, its class level is increased by one for the purposes of times per day and access to additional rage-related class abilities such as greater rage, tireless rage, and so on.

Wichtlani Kagonesti are unswervingly loyal to Sylvvana, the Ghouls Queen, and through her to the Ravenous Crow himself—Chemosh. They carry the ferocity of the Kagonesti braves almost to the point of being feral and prefer battle and action over dialogue and diplomacy.

STRATEGIES AND TACTICS

Wichtlani Kagonesti warriors enter combat enraged, using their spears and bite in melee. They are particularly effective in large numbers and try to surround and outnumber their foe. When facing overwhelming numbers, they will retreat and rely on guerilla tactics, harrying their foe from behind cover.

CREATING A WICHTLANI CREATURE

"Wichtlani creature" is an acquired template that can be added to any corporeal fey, humanoid, or monstrous humanoid (referred to hereafter as the base creature). A wichtlani creature has all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type remains the same. Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: Same as the base creature.

Speed: Base speed increases by 10 ft.

Armor Class: Natural armor increases by +2 as a result of *allomanya* addiction.

Attacks: A wichtlani creature retains all the attacks of the base creature. Wichtlani creatures also gain a bite attack, if they did not already possess one. The wichtlani creature can use this bite attack as a secondary attack if it also uses a manufactured weapon; otherwise, it is considered the creature's primary attack.

Damage: A wichtlani creature has a bite attack. If the wichtlani creature does not already have a bite attack, use the damage value in the table at the top of the next page. Otherwise, use the damage value in the table below or the base creature's damage value, whichever are greater.

Size	Bite
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	3d6
Colossal	4d6

Special Attacks: A wichtlani creature retains all of the special attacks of the base creature and also gains the special attack listed below.

—*Improved Grab (Ex):* To use this ability, the wichtlani creature must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can deliver bite damage automatically each round with a successful grapple check. A wichtlani creature can only use this ability on a creature one size smaller than itself or smaller.

—*Rage (Ex):* A wichtlani creature can fly into a rage as a barbarian of a level equal to the base creature's Hit Dice (minimum of one). If the wichtlani already possesses this ability or gains this ability later as a result of levels in another class with this ability, it adds a number of Hit Dice to its levels in that class (maximum +4) for the purposes of times per day and access to additional rage-related class abilities such as greater rage, tireless rage, and so on.

Special Qualities: A wichtlani creature retains all of the special qualities of the base creature and also gains the special qualities listed below.

—*Allomanya Addiction:* All wichtlani creatures are addicted to *allomanya* (see Appendix One: Monsters and Magic for more details). If they do not ingest a vial of *allomanya* every 24 hours, they begin to suffer the effects of withdrawal. Their addiction also means they are resistant to *cure* spells. A wichtlani creature's increased ability scores and natural armor from *allomanya* addiction are already factored into this template's benefits.

—*Immunities:* A wichtlani creature is immune to energy drain, paralysis, poison, and *sleep* effects.

—*Scent (Ex):* A wichtlani creature gains the ability to detect creatures in its immediate environment by sense of smell. This ability functions as described in Chapter 7 of the *Monster Manual*.

Abilities: A wichtlani's Strength, Dexterity, Wisdom, and Charisma scores increase by +2 as a result of its *allomanya* addiction.

Skills: As base creature.

Feats: A wichtlani creature gains Improved Initiative as a bonus feat.

Environment: As base creature.

Organization: Solitary, pair, or group (determined by base creature).

Challenge Rating: As base creature +1.

Treasure: As base creature.

Alignment: Any evil.

Advancement: As base creature.

Level Adjustment: As base creature +2.

NEW FEATS

ASTROLOGICAL FORECASTING

You are able to use the heavens as a tool to provide an insight to your fate.

Prerequisite: Knowledge (arcana) 4 ranks.

Benefit: Once a week, you may prepare an astrological reading. This requires an hour's time with a view of the night sky and a Knowledge (arcana) check. Compare the result of the check to the following:

DC	Benefit
20	Partial reading, +1 bonus
25	Complete reading, +2 bonus
30	Superlative reading, +3 bonus

The bonus applies as an insight bonus to any single ability check, skill check, attack roll, saving throw, or initiative roll in the next seven days.

A reading may also be prepared for another character who the character with this feat knows. In this case, the character who prepares the reading decides which type of check the bonus will apply to, but the character the reading was prepared for decides when to use it.

Special: The type of check affected must be chosen at the time the reading is prepared, but the bonus may be used at any time before the week is up. If it is not used, no reading may be prepared in the following week. Ignoring the signs of the heavens has its own consequences.

CHARMING [GENERAL]

Others find your company appealing.

Benefit: You gain a +2 bonus to Diplomacy and Bluff skill checks.

EDUCATION [GENERAL]

You have received several years of formal schooling in which you were an excellent student.

Prerequisites: Civilized human, half-elf, Silvanesti elf, or Qualinesti elf.

Benefit: All Knowledge skills are class skills for you, regardless of your character class. You gain a +2 bonus on two Knowledge skills of your choosing.

Special: You may only take this feat as a 1st-level character.

HEROIC SURGE [GENERAL]

You may draw on inner reserves of energy to perform additional actions in a round.

Benefit: You may take an additional move or attack action, either before or after your regular actions. You may use Heroic Surge once per day based on your character level, but never more than once per round. 1st-4th level, once per day; 5th-8th level, twice a day; 9th-12th level, three times a day; 13th-16th level, four times a day; 17th-20th level, five times a day.

NEW MAGIC ITEMS

The following new magical items and artifacts can be found in this adventure.

ALLOMANYA

Allomanya is a highly addictive magical elixir created by the ogre titan Tdarnk with the assistance of Gellidus the White Dragon Overlord and Sylvyana the Ghoulish Queen. It is a derivative of the *Elixir of Rebirth*, the potion that maintains an ogre titan's powerful magical condition. Like the *Elixir of Rebirth*, *allomanya* requires elven blood, as well as a number of other reagents and precise alchemical conditions to create. Unlike the ogre titan's potion, *allomanya* does not transform those who drink it into beautiful blue-skinned giants; the elixir provides a magical enhancement to the drinker's physical and mental ability scores at the cost of saturating him with negative energy.

Drinking a vial of *allomanya* increases the drinker's Strength, Dexterity, Wisdom, Charisma, and natural armor bonus by +2 for 24 hours. In addition, those under the influence of the elixir are immune to being fatigued, paralyzed, shaken, or stunned and suffer no penalties from energy drain or negative energy damage.

Drinking the elixir forces a DC 25

Fortitude saving throw—success

indicates the drinker's system

has rejected the *allomanya*

and does not benefit

from its effects.

The drinker

may choose

to

addicted target forces the target to make a Fortitude saving throw against a DC of 10 + spell level + caster's ability bonus. Success indicates that the magic has no effect on the target. Failure means the spell works as usual. *Allomanya* addiction can be eliminated or dispelled by casting *break enchantment* or *remove curse*, but the caster must make a DC 30 caster level check in order to succeed.

Characters who do not take another vial of *allomanya* before 24 hours has passed will lose the benefits of the elixir and suffer a -2 penalty to Strength, Dexterity, Wisdom, and Charisma for 24 hours. In addition, spells from the conjuration (healing) school cast upon such a character inflict damage rather than heal it, as if the character were undead. This condition remains for 7 days unless the character drinks more *allomanya* or is successfully restored by *break enchantment* or *remove curse*. An *allomanya* addict must make a DC 20 Will save to avoid drinking another vial of *allomanya* every hour for six hours after the elixir loses its effect.

Allomanya addicts who die while in the process of shaking off the addiction will rise in 24 hours as wraiths if they had 10 or fewer Hit Dice, and dreadwraiths if they had 11 or greater Hit Dice.

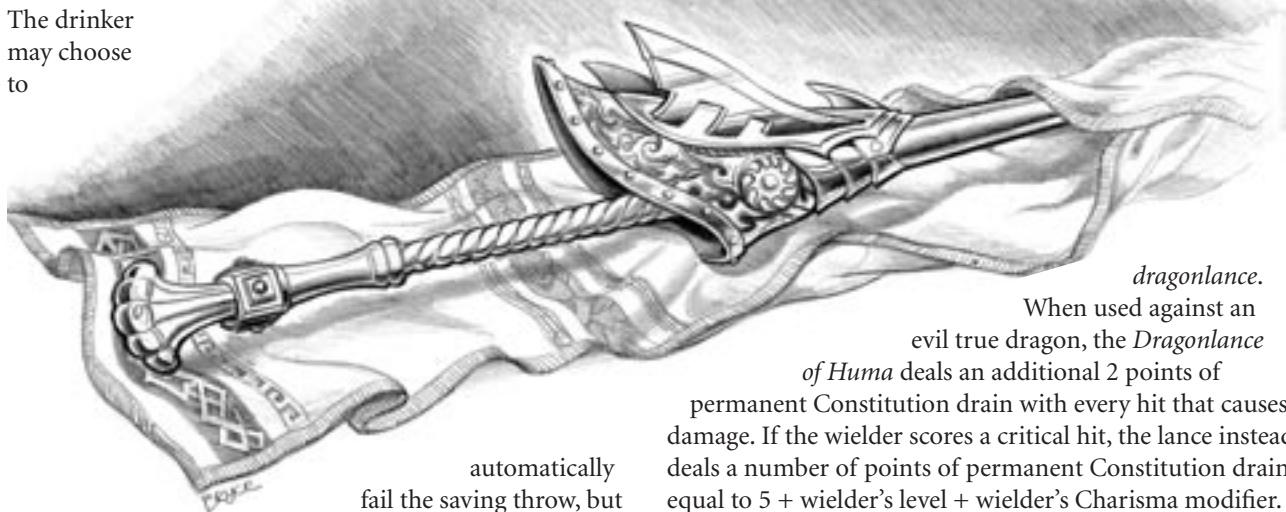
Each vial of *allomanya* is worth 750 stl on the black market. The elixir radiates faint alteration and necromancy.

DRAGONLANCE OF HUMA [MAJOR ARTIFACT]

This unique *dragonlance* was the first ever forged, specifically created so the knight Huma could face the Queen of Darkness and her dragon hordes. This is the weapon Huma used to defeat Takhisis in the Age of Dreams, and the weapon the Heroes of the Heart used

in a failed attempt to slay the red dragon overlord, Malistryx, in the Age of Mortals.

The *Dragonlance of Huma*
is a +5 holy keen
greater



dragonlance.

When used against an evil true dragon, the *Dragonlance of Huma* deals an additional 2 points of

permanent Constitution drain with every hit that causes damage. If the wielder scores a critical hit, the lance instead deals a number of points of permanent Constitution drain equal to 5 + wielder's level + wielder's Charisma modifier.

The wielder of the *Dragonlance of Huma* automatically gains the benefits of the Mounted Combat feat when wielding the lance as it imparts the instincts to its bearer.

automatically fail the saving throw, but those who do fail become addicted.

An *allomanya* addict resists curative magic. Any spell from the conjuration (healing) school cast upon an

Once per day, the lance can cast *dismissal* as a 20th level spellcaster on any evil outsider wounded by the lance. This can also be used on divine entities and servitors.

The *Dragonlance of Huma* bestows two negative levels on any evil creature attempting to wield it. The negative levels remain as long as the weapon is in hand and disappear when the weapon is no longer wielded. The negative levels never result in actual level loss, but they cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.

In the hands of a non-lawful good creature, the *Dragonlance of Huma* functions only as a +4 *holy greater dragonlance* without any of its other characteristics.

Clerics and mystics with the domains of Good or Evil, outsiders with the Good or Evil subtypes, and particularly dragons of any alignment can sense the presence of the *Dragonlance of Huma* in the hands of a proper wielder within a 10-ft. radius per HD, although it requires a Concentration check against DC 20 + wielder's Charisma modifier for the creature to pinpoint its location. If the *dragonlance* is not being wielded (i.e., it is put away or appropriately stowed), then its aura becomes muted.

It is believed that the *Dragonlance of Huma* has other special qualities, such as the ability to appear in the dreams of those who are pure of heart to offer advice or visions, but such instances are rare and have never been verified.

Overwhelming evocation [good], transmutation, and abjuration; CL 20th; weight 10 lbs.

DRAGONPURGE AMULET [MINOR ARTIFACT]

Created by Malystrixx the Red several years before her death, this foul item is a 3-inch disk of star metal suspended on a chain of iron links. The disk has ten smoky quartz gemstones set into it, forming a circle, with a single graven symbol in the middle (the Draconic symbol for "skull"). The amulet was given to Gellidus as a gift and as a sign that Malys did not consider the White to be a competent threat. Gellidus in turn has given the amulet to Gilthanas.

The *amulet's* primary purpose is the storage of dragon skulls. By uttering the command word and pointing at a true dragon's skull (wyvern, tylor, dragonspawn, etc. skulls do not count) within 30 feet, the wearer of the *amulet* can cause the skull to vanish and become stored inside one of the smoky crystals. The quartz changes color to match the type of dragon the skull once belonged to (red, green, copper, gold, etc.). A second command word, while touching the smoky quartz, will cause the skull stored within to reappear anywhere within 30 feet of the *amulet*. Using the *amulet* is a standard action that does not provoke attacks of opportunity.

While the *amulet* is storing skulls, it bestows a number of benefits to the wearer. The *amulet* confers a +1 bonus to natural armor bonus for every 2 dragon skulls stored of

young adult age or younger (rounded down), +1 for every dragon skull between adult and wyrmling, and +2 for every dragon skull of great wyrmling age or older. In addition, for every dragon skull stored of mature adult age or older, the *amulet* confers a +1 bonus to saving throws.

The *dragonpurge amulet* can be used on a living true dragon with modified effects. The *amulet* must have at least one empty smoky quartz gem. The wearer speaks the command word and must succeed on a ranged touch attack. Success indicates that the target dragon takes 15d6 damage and must succeed at a Fortitude save (DC 15 + half wearer's level + wearer's Charisma modifier) or be *stunned* for 1d6 rounds. Spell resistance applies to this effect, which has a caster level of 15. The skull of any dragon slain by the *amulet* immediately becomes stored in one of the *amulet's* gems.

Each time the *dragonpurge amulet* is used by a non-evil character to store a dragon skull, it temporarily bestows a negative level on the wearer. These negative levels never result in actual level loss, but they cannot be overcome in any way (including *restoration* spells) while the *amulet* is worn. The levels go away at a rate of one per day, so if more than one dragon skull is stored in a 24 hour period, it can take two or more days for the negative levels to fade.

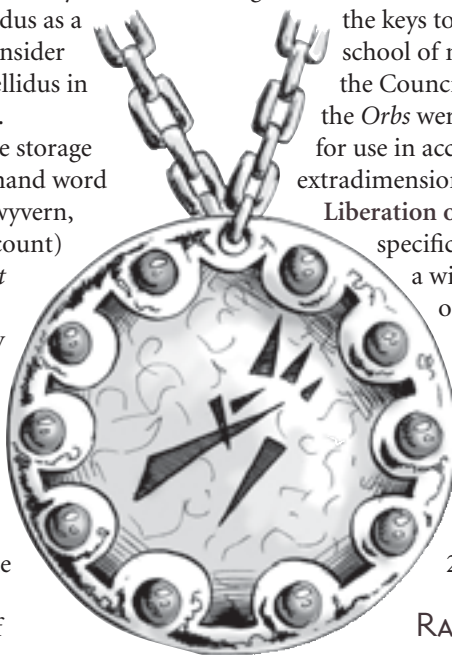
The smoky crystals on the *dragonpurge amulet* each have a hardness of 10 and 5 hit points. If a gem is smashed, any skull stored within is immediately released and appears within 30 feet of the amulet. A smashed or broken gem is no longer capable of storing skulls.

Strong necromancy and transmutation; CL 15th; weight 6 oz.

ORBS OF THE MOONS [MINOR ARTIFACTS]

The *Orbs of the Moons* are 6-inch diameter globes of a glass, one each of black, red, and white. They were once the keys to the Sanctum of the Lyceum, the secret school of magic located in Kalamian Bay. When the Council of Three created the third Bastion, the *Orbs* were relocated and enhanced further for use in accessing the private chambers of the extradimensional fortress (see Chapter Three: The Liberation of Bastion). Each *Orb* is also keyed to a specific Order of High Sorcery. When held by a wizard aligned with the appropriate god of magic, an *Orb* can be commanded to radiate a *globe of invulnerability* once per day, and *greater dispel magic* three times per day. The *Orbs*, like similar artifacts created by the wizards, are fragile. Each *Orb* has AC 5, hardness 5, and 30 hp.

Strong abjuration; CL 18th; Weight 2 lbs.



RAM'S HORN OF THE ELDERWILD (MAJOR ARTIFACT)

This thrice-spiraled pair of ram's horns symbolizes one of the most potent bonds forged between dragonkind and

mortals. After the silver wyrm patriarch Darlantan created the *Horns* himself some three thousand years before the Cataclysm, he bestowed one of them onto Kagonos of the House of the Elderwild, whose house eventually became the Kagonesti. After Darlantan and Kagonos possessed the *Horns*, the artifacts were continually passed onto the next Pathfinder of the Elderwild and another silver dragon. The current rightful bearer is Aracoe Pathfinder, the young Kagonesti chieftain who fled Silvanesti before the Shield was raised and led many of his people westwards.

The *Ram's Horn of the Elderwild* has two primary functions. First, in the hands of any creature, the Horn functions as a *horn of blasting*. If sounded by a Kagonesti, it may also be used to call good-aligned dragons within a range of 10 miles for every level of the sounder. The sound of the *Horn* is audible for a range of two or three miles to other creatures, but only good dragons will hear it at its maximum range. Good dragons are under no compulsion to answer it, but know the sound for what it is and will generally move to assist whoever sounds the *Horn*. This second function requires a successful DC 15 Perform (horn) check to properly master, but the check is only required the first time an individual uses the *Horn's* summoning power.

For the purposes of this adventure, the *Ram's Horn* has two other related story functions. First, if sounded properly (requiring a DC 15 Perform [horn] check, which may be attempted untrained), the *Horn* can be used to free the minds of elves addicted to the cannibalistic properties of *allomanya*. Non-Kagonesti must succeed at a DC 25 Use Magic Device check to use the *Horn* in this fashion, although other elves gain a +4 bonus on this check. Second, all wichtlins targeted by the *Horn's* *horn of blasting* effect (which may be used by any character) must make a DC 22 Fort save or be destroyed. All wichtlani creatures must make a DC 22 Will save or be stunned for 1d10 rounds as the *allomanya* in their system is rendered inert.

A nongood dragon who possesses the *Ram's Horn of the Elderwild* gains a negative level for as long as it remains in his possession. This negative level cannot be removed by any means other than releasing the *Ram's Horn*. In addition, every 10 minutes the *Horn* is carried by a non-good dragon, it inflicts 5d6 points of sacred damage to the dragon with no save possible.

Amara Moonhunter (see Chapter Four: Darkness over Cristyne), as an heir to the line of Pathfinders, knows these secrets of the *Ram's Horn*; the heroes can otherwise deduce them with a DC 35 Knowledge (arcana) or bardic knowledge check.

Strong evocation; CL 19th; weight 2 lbs.

SCALE OF PROXY [MINOR ARTIFACT]

A *scale of proxy* is a dragon scale taken from a Dragon Overlord's underbelly and enchanted through the use of a *skull totem* to serve as a conduit of the Overlord's essence. Such a conduit is one-way only and allows a nominated proxy agent to conduct the ritual of dragonspawn creation without the Overlord or his/her *skull totem* being physically present. The *scale of proxy* does not permit the Overlord to examine the mind of the nominated proxy or conduct spells or other abilities through the proxy, but a Dragon

Overlord may use a *scale of proxy* to create a dragon vassal, in which case the vassal becomes the proxy. Only a nominated proxy may use the *scale*, although a DC 30 Use Magic Device check will enable a character to mimic the identity of the proxy for the purposes of conducting the ritual.

Note: When Frost begins to hijack the divine link between the gods and their servants with his *skull totem*, possession of a *scale of proxy* will permit the bearer to offset the effects of that hijacking. See "Theft of Godly Magic" in Chapter Seven: The Fury of the Gale.

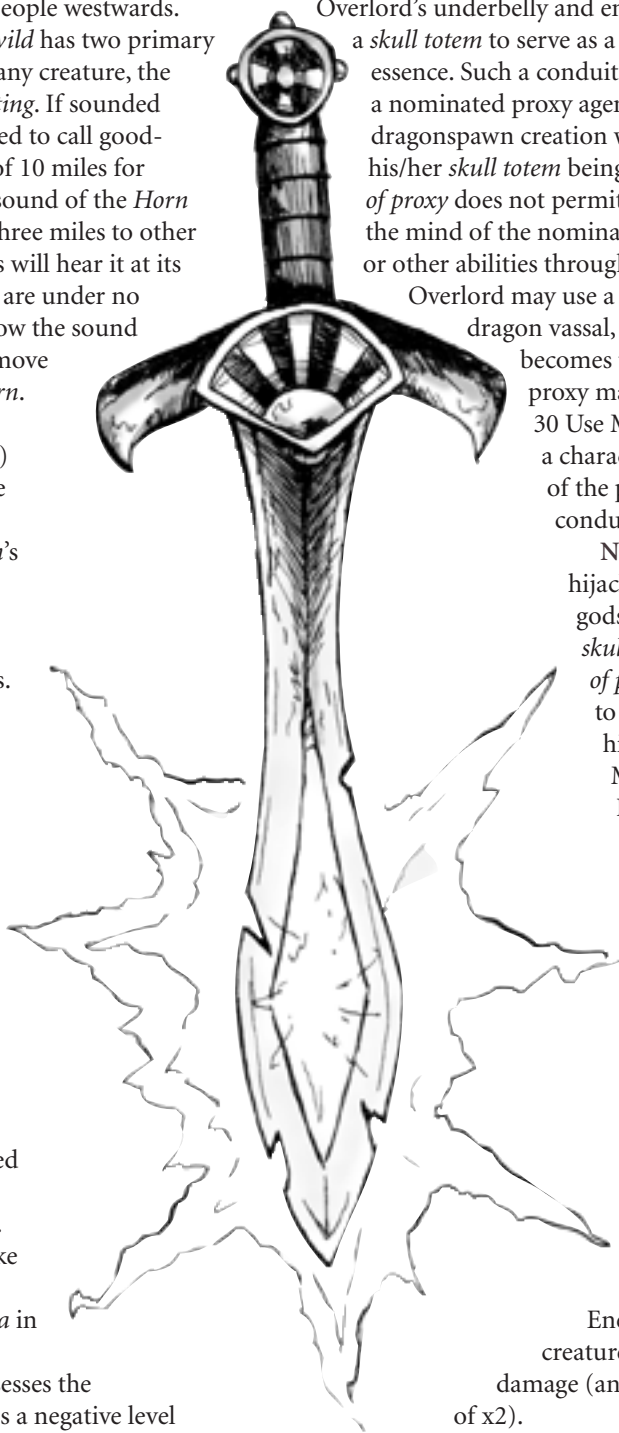
Strong transformation and necromancy; CL 20th; Weight 1/2 lb.

SHARD OF LIGHT [MINOR ARTIFACT]

The *shard of light* is a +2 *short sword* with a blade made of solid crystal that appears lit from within, as if sunlight had been captured in the stone. Against evil creatures, its enhancement bonus is +4. Against Negative

Energy Plane creatures or undead creatures, the sword deals double damage (and x3 on a critical hit instead of x2).

The blade, when unsheathed, gives off light as a torch (20-foot radius). Twice per day, the wielder can hold the blade overhead and call upon the gods of light. The *shard of light* begins to shed a bright yellow radiance similar to full daylight. The radiance begins shining in



a 10-foot radius around the sword wielder and extends outwards at 5 feet per round for 10 rounds thereafter to create a globe of light with a 60-foot radius. When the wielder lowers the blade, the radiance fades to a dim glow but persists for another minute before fading entirely.

Once per day, as a free action, the wielder can transform the blade into pure light, enabling it to ignore nonliving matter when it strikes. This effect lasts until the wielder's next turn. Armor bonuses to AC (including enhancement bonuses to that armor) do not count against it, because the weapon passes through armor. (Dexterity, deflection, dodge, natural armor, and other such bonuses still apply.) When transformed into solid light, the blade cannot harm undead, constructs, or objects.

Once per week, the *shard of light* can unleash a ray of sunlight as a 60-foot cone. Anything within the cone is revealed as if affected by a *true seeing* spell. The cone lasts for 1 minute before fading away, taking the *true seeing* effect with it.

The *shard of light* is of good alignment, and any evil creature attempting to wield it gains one negative level. The negative level remains as long as the sword is in hand and disappears when the sword is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the sword is wielded.

Strong abjuration; CL 18th; Weight 2 lbs.

TABLET OF SHINARE [MINOR ARTIFACT]

A *tablet of Shinare* resembles a graphite writing tablet, the kind used by children or shopkeepers to make notes, conduct business, or practice calligraphy and letters. Each *tablet* comes with a stylus with which to write upon the *tablet's* surface. In addition to its more mundane uses, each *tablet* may be used to communicate with the possessor of another *tablet*, regardless of the distance. The owner of a *tablet of Shinare* simply holds the stylus, speaks the name of another *tablet* bearer, and starts to write. The letters and symbols drawn on the graphite will then appear on the *tablet* of the intended recipient. Therefore, two-way communication is possible, with each *tablet* bearer taking turns to write to the other with the stylus. The

connection may be ended at any time by the bearer of the *tablet*. Using a *tablet of Shinare* (and receiving a written communication) is not silent; the scratching sound of the stylus on the *tablet* may be heard at both ends of the connection.

Although a *tablet* allows transmission of any writing, it cannot be used to transmit or send magical writing, such as *explosive runes*, spell scrolls, or *sepia snake sigils*. Symbols are sent, but their magical power is suppressed in the process.

Strong divination and conjuration; CL 15th; Weight 1 lb.

TEARS OF MISHAKAL [MAJOR ARTIFACTS]

The *Tears of Mishakal* are a pair of fist-sized pale blue sapphires cut to look like faceted teardrops. Individually, each *tear* has significant power, but when used together, their power increases even further.

The *tears* were given to the elves of Krynn by Mishakal following the Dragon War to aid them in healing the lands ravaged by war and disaster. Fearing their power would undo all of his efforts to harvest the souls of the dead, Chemosh conceived of a plan to corrupt one of the gems. Appearing before a young elf whose loved ones had died in the war against the dragons, Chemosh promised their souls would be returned if the elf would steal away one of the *tears* from the Temple of Quinesti-Pah.

Grief-stricken, the elf agreed to the Lord of Bones's offer but was caught by a temple guard on his way out with the prize. The elf stabbed the guard, who in turn responded with a fatal swordstroke. The robber's blood stained the captured *tear*, and as the dying guard watched on, Chemosh's foul undead crawled from the woods and bore the corrupted *tear* away.

The *Tears of Mishakal* have not been reunited since the Age of Dreams. When the Nightmare descended upon Silvanesti, the corrupt *tear* ended up in the hands of an elven knight who used it in an effort to defend his charges from the Dragonarmies. Slain by the blistering fumes of green dragons, this knight arose as a death knight some days later. He was instrumental in the turning of Lothian against Mishakal and the death and binding of Kayleigh Starfinder.

The corrupt *tear* later fell into the hands of the Knights of Neraka, who housed it in Darkhaven. Its pure opposite had long been in the hands of the phaethons, who rescued it from Silvanesti before the Dragonarmies could find it, and the responsibility of safeguarding it from evil had been their charge until the end of the War of Souls. Now, prophecy and fate have determined that the two be once again brought together and the stain of the corrupted gem removed.

Much like the fabled *Blue Crystal Staff*, the *Tears of Mishakal* are artifacts of healing and restoration. Each *tear* holds 20 charges when it is fully charged. It regains charges at a rate of 1 charge per day at daybreak. Their powers may only be used by a non-evil character (the "bearer"). Evil characters who hold or attempt to use one of the uncorrupted *tears* gain two negative levels. These negative



levels remain as long as the *tear* is being held (though not if stowed away) and disappear when the *tear* is no longer held. These negative levels never result in actual level loss, but they cannot be overcome in any way (including *restoration* spells) while the *tear* is held.

When used, the *tears* glow with a soft blue radiance equivalent to a *light* spell. Their major powers are described below.

1 charge: *bless*, *cure light wounds*, *sanctuary*

2 charges: *calm emotions*, *cure moderate wounds*, *lesser restoration*

4 charges: *cure serious wounds*, *remove blindness/deafness*, *remove disease*

6 charges: *cure critical wounds*, *neutralize poison*, *restoration*

8 charges: *mass cure light wounds*, *death ward*, *dispel evil*

10 charges and may only be used if both *Tears of Mishakal* are carried: *heal*, *heroes' feast*, *raise dead*

In addition to spells, a *tear of Mishakal* possesses three other significant powers. If immersed for 24 hours in a vessel containing no more than a gallon of water, the *tear* transforms the water into holy water just as if a *bless water* spell had been cast upon it.

Secondly, for as long as the bearer has one of the *Tears of Mishakal* on his or her person (whether held or stowed) and the *tear* still has charges remaining, the bearer benefits from a continuous *shield of faith* spell (caster level 15th or a +4 deflection bonus). If the bearer possesses both uncorrupted *tears*, the caster level increases to 20th and the deflection bonus likewise increases to +5.

Finally, the *Tears of Mishakal* bestow a continuous *dimensional anchor* effect upon the bearer. So long as the *tear* is on the bearer's person, she cannot be affected by spells such as *blink*, *dimension door*, *plane shift*, *teleport*, or similar effects that allow extradimensional travel. This effect functions at either 15th or 20th caster level (depending on whether the bearer has one or both *tears*). Even if overcome by spell resistance or some other means, the *tear* itself cannot be transported in this fashion and is left behind or dropped.

The goddess Mishakal has been known to act directly through the *tears*, allowing them to demonstrate powers and abilities outside the scope of their typical use. Such instances occur at the discretion of the Dungeon Master and at specific points in the adventure.

Strong (all schools); CL 15th or 20th; weight 6 oz. each.

WILLSTONE (MAJOR ARTIFACT)

According to legend, a *willstone* is one of only a handful of divinely wrought greenish-yellow jewels granted to

the earliest inhabitants of Krynn by the gods of nature. Habbakuk granted his to the elves; Chislev bequeathed hers to the bakali lizardfolk; and Zeboim entrusted her *willstone* to the sea dragons. Over time, the jewels have passed between individuals, fallen into the wrong hands, become lost, or stowed away in vaults or subterranean caverns out of sight and out of mind. Each *willstone* is a focus for the will of its bearer, capable of granting that individual great power over nature and the natural world.

The bearer of a *willstone* increases her caster level by +1 for the purpose of variable spell effects and overcoming spell resistance when casting enchantment spells or using enchantment spell-like abilities and effects. Saving throw

DCs for these effects are also increased by +1. In

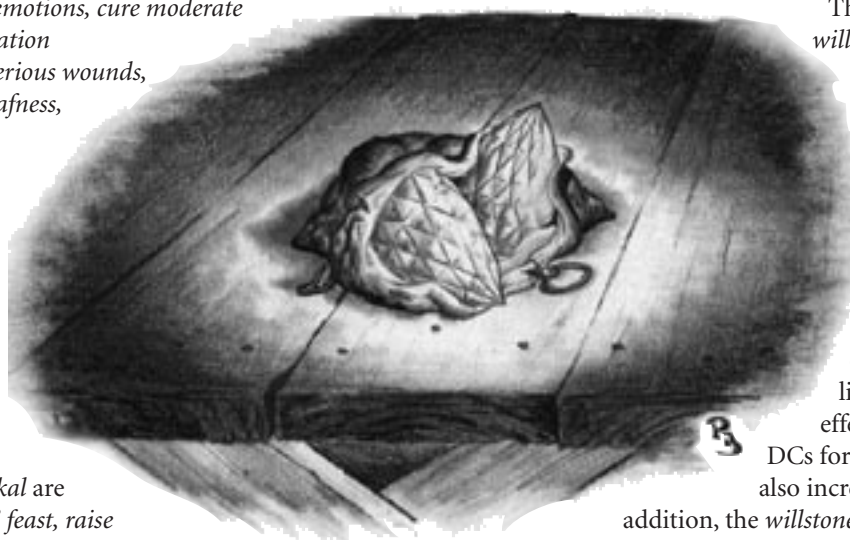
addition, the *willstone* grants the bearer a +4 morale bonus to all Charisma-based skill checks

for as long as it remains in her possession. The jewel must be visible for either of these enhancements to take effect; hiding the *willstone* or keeping it out of sight prevents its use. Creatures that cannot see the *willstone*, who are blind, or who do not possess visual senses are unaffected by these enhancements.

As a free action, the bearer of a *willstone* may cast *dominate monster* three times a day at a caster level equal to her Hit Dice or character level +1 (this includes the *willstone's* enchantment caster level enhancement). Creatures with more Hit Dice or a greater character level than the effective caster level of the bearer are not affected by the *willstone's* *dominate monster* effect. Creatures dominated by the bearer of the *willstone* are freed from her control if the *willstone* leaves her possession. Any creature that succeeds at a saving throw against this ability cannot be targeted again by the bearer of the *willstone* for another 24 hours. The *willstone* must be visible to the targeted creature in order for this ability to take effect, so blind or otherwise sightless creatures are unaffected by the *willstone*.

Occasionally, a *willstone* will manifest an ability other than those listed here; while they are creations of the gods, the gods have no particular presence within them, and thus their existence is seen by some scholars to be yet another sign of Chaos's influence. For the purposes of this adventure, for instance, the Ghoulish Queen is granted the power to use the *willstone* as a key element of the Great Rite of Wichtlani.

Strong (enchantment); CL 20th (see text); weight 3 oz.



APPENDIX TWO: CHARACTERS AND CREATURES

This appendix contains all the game statistics for the nonplayer characters and monsters encountered during the adventure. Statistics blocks follow the current standard format, and are arranged by chapter. Each chapter's statistics blocks are separated into Leaders and Personalities and Minions, Monsters, and Minor Characters.

CHAPTER ONE: MARSH AND TREE TO KALAMAN

LEADERS AND PERSONALITIES

BHUTAMADYAVHA

CR 15

Male rakshasa sorcerer 5

LE Medium outsider (native)

Init +6; Senses darkvision 60 ft.; Listen +14, Spot +12

Languages Common, Infernal, Magius

AC 21, touch 12, flat-footed 19; Dodge

hp 81 (12 HD) ; DR 15/good and piercing

SR 27

Fort +9, Ref +8, Will +11; endure elements, evasion (ring)
Spd 40 ft.

Melee 2 claws each +10 (1d4+1) and bite +5 (1d6) or

Ranged +2 *shocking burst light crossbow* +13/+8

(1d8+2/19-20 plus 1d6 electricity)

Base Atk +9; Grp +10

Atk Options Rapid Reload

Special Actions snatch arrows 2/day (*gloves*)

Combat Gear *potions of cure light wounds* (3)

Sorcerer Spells Known (CL 12th, +10

melee touch, +11 ranged touch)

6th (3/day)—*chain lightning* (DC 20)

5th (5/day)—*dominate person* (DC 19), *teleport*

4th (7/day)—*crushing despair* (DC 18),

enervation, scrying (DC 18)

3rd (7/day)—*dispel magic, fireball* (DC

17), *haste, suggestion* (DC 17)

2nd (7/day)—*acid arrow, bear's endurance,*

cat's grace, invisibility, shocking spark

1st (7/day)—*charm person* (DC 15), *hold portal,*

mage armor, magic missile, silent image (DC 14)

0 (6/day)—*acid splash, detect magic, ghost sound*

(DC 14), *light, mage hand, message, read*

magic, resistance, touch of fatigue (DC 14)

Abilities Str 12, Dex 14, Con 16, Int 13, Wis 14, Cha 18

SQ change shape, detect thoughts

Feats Alertness, Combat Casting, Dodge,

Improved Initiative, Rapid Reload

Skills Bluff +18, Concentration +18 (+22 casting

defensively), Diplomacy +8, Disguise +18 (+20 to

act in character), Hide +7, Intimidate +6, Jump +5,

Knowledge (arcana) +6, Listen +14, Move Silently

+15, Perform (oratory) +14, Sense Motive +12,

Sleight of Hand +4, Spellcraft +16, Spot +12

Possessions combat gear plus +2 *shocking burst*

light crossbow with 20 crossbow bolts, +1

dagger, ring of evasion, bag of holding (type I),

gray bag of tricks, boots of the winterlands, cloak

of elvenkind, gloves of arrow snaring, rope of

climbing, vial of sovereign glue (2 ounces)

Change Shape (Su) A rakshasa can assume any

humanoid form, or revert to its own form, as a

standard action. In humanoid form, a rakshasa loses

its claw and bite attacks (although it often equips

itself with weapons and armor instead). A rakshasa

remains in one form until it chooses to assume a

new one. A change in form cannot be dispelled,

but the rakshasa reverts to its natural form when

killed. A *true seeing* spell reveals its natural form.

Detect Thoughts (Su) A rakshasa can continuously

use *detect thoughts* (CL 18th, Will DC 17

negates). It can suppress or resume this as a free

action. The save DC is Charisma-based.

Skill Bonuses When using change shape, the rakshasa gains

a +10 circumstance bonus to Disguise checks. If also

using detect thoughts, the circumstance bonus on Bluff

and Disguise checks is increased an additional +4.

CAPTAIN TRISTAN ELDERWOOD CR 13

Male half-elf mariner 7/sorcerer 3/mystic 3 of Travel

LN Medium humanoid (elf)

Legends of the Twins (revised Mariner class)

Init +1; Senses elvensight (darkvision 30 ft.,

low-light vision); Listen +1, Spot +12

Languages Common, Elven, Ergot, Minotaur,

Nordmaarian, Solamnic

AC 16, touch 11, flat-footed 15; back-

to-back +1, Dodge, Mobility

hp 69 (13 HD)

Immune *sleep*

Fort +9, Ref +6, Will +11 (+13 against enchantments)

Spd 30 ft.

Melee +2 *shock cutlass* +13/+8 (1d6+3/19-

20 plus 1d6 electricity) or

Ranged light crossbow +11 (1d8/19-20)

Base Atk +10; Grp +11

Atk Options Combat Expertise, dirty

strike +2d4, Improved Disarm

Combat Gear *wand of cure moderate wounds* (30 charges)

Mystic Spells Known (CL 3rd, +11 melee

touch, +11 ranged touch)

1st (6/day)—*cure light wounds, entropic*

shield, longstrider^D, obscuring mist

0 (6/day)—*create water, cure minor wounds,*

detect poison, light, mending

^D: Domain spell. Domain: Travel

Sorcerer Spells Known (CL 3rd, +11 melee

touch, +11 ranged touch)

1st (6/day)—*charm person, grease, magic missile*

0 (6/day)—*acid splash, daze* (DC 12), *mage*

hand, resistance, touch of fatigue

Abilities Str 13, Dex 13, Con 12, Int 13, Wis 16, Cha 15

SQ *freedom of movement* (3 rounds/day),

sailor lore +8, seamanship +2

Feats Combat Expertise^B, Dodge, Improved Disarm^B,

Investigator, Leadership, Mobility, Persuasive

Skills Bluff +9, Balance +11, Climb +9 (+11 involving

ropes), Diplomacy +8, Disguise +2 (+4 to act in

character), Gather Information +10, Intimidate

+6, Knowledge (arcana) +4, Knowledge (local)

+9, Knowledge (nature) +12, Profession (sailor)

+18, Search +3, Sense Motive +7, Sleight of

Hand +3, Spellcraft +9, Spot +12, Survival +9

(+11 in above ground natural environments),

Swim +6, Tumble +7, Use Rope +7

Possessions combat gear plus +2 *studded leather*

armor, +2 *shock cutlass*, light crossbow with

10 bolts, dagger, *ring of swimming*, 20 ft. rope,

small wax paper notebook with grease pencil

Back-to-Back (Ex) Whenever Captain Elderwood is

adjacent to an ally and using the fighting defensively

or total defense combat options or the Combat

Expertise feat, he gains a +2 dodge bonus to his AC.

He loses this bonus if he is denied his Dexterity bonus

to AC or if he or his ally moves more than 5 ft. away.

Dirty Strike (Ex) Tristan may choose to make a single

melee attack on his turn as a full round action that

deals an additional 2d4 points of damage. The

additional damage caused by a dirty strike is the

same kind of damage as the weapon used in the

attack; for example, if the damage dealt by the attack

is nonlethal damage, the additional damage is also

nonlethal. This ability has no effect on creatures

without a discernable anatomy or that are immune

to critical hits, such as constructs, oozes, plants, or

undead. Additional damage from a dirty strike is not

multiplied if the mariner scores a successful critical hit.

Sailor Lore (Ex) Tristan may make a special sailor lore

check at a +8 to see whether he knows some relevant

information about local people or history, far away

places, or strange superstitions. This check will not

necessarily reveal true information, as much of the time

the mariner heard it from someone who heard it from

a friend, who heard it from a guy, etc. The mariner may

not take 10 or 20 on this check; this sort of knowledge

is essentially random. The DM will determine the DC

of the check similarly to bardic knowledge checks.

Seamanship (Ex) Tristan gains a +2 competence

bonus to all Balance, Climb, and Profession

(sailor) checks (already included in stat block).

EKATRINE OF FIVE VEILS

CR 11

Female civilized human rogue 9/assassin 2

LE Medium humanoid

Init +6; Senses Listen +13, Spot +7

Languages Common, Ergot, Estwilde, Solamnic

AC 16, touch 14, flat-footed 14; Improved Uncanny

Dodge, Two-Weapon Defense, Uncanny Dodge

hp 41 (11 HD)

Fort +3(+7 against poison), Ref +11, Will +4; evasion

Spd 30 ft.

Melee +1 dagger +10/+5 (1d4+1/19-20) or

Melee +1 dagger +8/+3 (1d4+1/19-20) and

+1 dagger +8 (1d4+1/19-20) or

Ranged throwing dagger +9/+4 (1d4/19-20)

Base Atk +7; Grp +7

Atk Options death attack (DC 14), sneak attack +6d6

Special Actions poison use

Assassin Spells Known (CL 2nd)

1st (2/day)—*feather fall, ghost sound, true strike*

Abilities Str 10, Dex 15, Con 10, Int 14, Wis 13, Cha 12

SQ trap sense +3, trapfinding

Feats Improved Initiative^B, Quick Draw, Two-Weapon

Defense, Two-Weapon Fighting, Weapon Finesse

Skills Appraise +8, Balance +4, Bluff +18, Diplomacy

+20, Disguise +12 (+14 to act in character), Forgery

+7, Gather Information +18, Hide +10, Intimidate

+11, Jump +2, Knowledge (local) +14, Listen +13,

Move Silently +15, Open Lock +6, Sense Motive

+13, Sleight of Hand +15, Spot +7, Tumble +6

Possessions combat gear plus +1 daggers (2),

throwing daggers (2), *bracers of armor* +2, *circlet of*

persuasion, elixir of love (2), *ring of protection* +2

ENKIZ

CR 13

Female kapak draconian rogue 2/mystic 6/

Legion mystic 3 of Restoration

N Medium dragon

Knightly Orders of Ansalon (Legion Mystic prestige class)

Init +0; Senses darkvision 60 ft., low-

light vision; Listen +10, Spot +8

Languages Common, Nerakese

AC 20, touch 10, flat-footed 20

hp 83 (13 HD)

Immune disease, fear, paralysis, *sleep*

SR 22

Fort +16, Ref +12, Will +16 (+18 against

enchantment); evasion

Spd 20 ft. (scale mail); base 30 ft., glide

Melee mwk short sword +11/+6 (1d6+1/19-

20) and bite +5 (1d4+1)

Base Atk +9; Grp +10

Atk Options sneak attack +2d6

Special Actions death throes (5 ft. radius,

acid 1d6 damage/round)

Combat Gear *potion of cure light wounds* (5), *potion of*

cure serious wounds (2), *potion of lesser restoration,*

potion of remove curse, potion of remove blindness/

deafness, wand of cure light wounds (20 charges)

Mystic Spells Known (CL 8th; CL 9th with healing

spells, +10 melee touch, +9 ranged touch)

4th (3/day)—*freedom of movement*^D,

neutralize poison, restoration

3rd (6/day)—*cure serious wounds, remove*

curse^D, *remove disease, searing light*

2nd (7/day)—*cure moderate wounds, lesser restoration, remove paralysis^D, shield other, status*
 1st (7/day)—*bless, cure light wounds, detect evil, magic weapon, remove fear^D, sanctuary*
 0 (6/day)—*create water, cure minor wounds, detect poison, light, mending, purify food and drink, resistance, virtue*

^D: Domain spell. Domains: Liberation, Restoration

Abilities Str 12, Dex 10, Con 15, Int 10, Wis 16, Cha 13

SQ apprentice, death throes, healing touch, inspired by dragons, Legion knowledge +11, low metabolism, reputation +4, trapfinding

Feats Brew Potion, Combat Casting, Empower Spell, Improved Natural Armor, Iron Will, Run^B

Skills Concentration +2 (+6 casting defensively), Gather Information +3, Heal +17, Hide +4, Intimidate +5, Knowledge (nobility and royalty) +6, Knowledge (religion) +8, Listen +10, Move Silently +12, Search +11, Spot +8

Possessions combat gear plus +4 *scale mail*, mwk short sword, *cloak of resistance* +2, mwk healer's kit

Apprentice (Ex) Enkiz has the option of taking on an apprentice. Currently, she has none.

Bonus Domain (Ex) Enkiz gains Liberation as a bonus domain.

Healing Touch (Su) Enkiz's saliva cures wounds. If she licks a living creature, the saliva heals 2d6 points of damage. A creature may only be healed with kapak saliva once every four hours. The saliva does not heal when delivered by her bite.

Legacy's Courage (Su) Enkiz gains immunity to fear, and those allies within a 30 ft. radius of her who are aware of her presence gain a +4 bonus to saving throws against fear.

Legion Knowledge (Ex) Enkiz may make a special Legion knowledge check at +11 to see whether she knows any relevant information about local people, history, far away places, or recent events. She may not take 10 or 20 on this check; this sort of knowledge is essentially random. The DM determines the Difficulty Class of the check similarly to a bardic knowledge check's DC.

Reputation (Ex) Enkiz adds a +4 circumstance bonus on Bluff and Diplomacy skill checks when dealing with working-class or poor individuals.

ETHARION CORDARIC CR 12

Male civilized human fighter 8/rogue 2/Legion scout 2
 CG Medium humanoid

Knightly Orders of Ansalon (Legion Scout prestige class)

Init +3; Senses Listen +2, Spot +10

Languages Common, Ergot, Goblin, Solamnic

AC 18, touch 13, flat-footed 15

hp 77 (12 HD)

Fort +7, Ref +11, Will +4; evasion

Spd 30 ft.

Melee* +1 *flaming spiked chain* +10/+5
 (2d4+14 plus 1d6 fire) or

Ranged throwing dagger +13 (1d4+3/19-20)

*includes adjustments for 4-point Power Attack

Reach 5 ft. (10 ft. with spiked chain)

Base Atk +10; Grp +13

Atk Options Cleave, Combat Expertise, Combat Reflexes, Improved Disarm, Improved Trip, Power Attack, sneak attack +1d6

Combat Gear *potion of cure moderate wounds*

Abilities Str 16, Dex 17, Con 12, Int 13, Wis 10, Cha 14

SQ face in the crowd, Legion knowledge, region familiarity (Nightlund), trapfinding

Feats Alertness, Cleave^B, Combat Expertise, Combat Reflexes^B, Exotic Weapon Proficiency (spiked chain)^B, Improved Disarm, Improved Trip^B, Iron Will^B, Negotiator, Power Attack^B, Skill Focus (Gather Information)^B, Track

Skills Bluff +12, Climb +9, Diplomacy +16, Disguise +2 (+4 to act in character), Gather Information +14, Intimidate +10, Knowledge (local) +4, Knowledge (nobility and royalty) +3, Listen +2, Search +8 (+10 when following tracks), Sense Motive +5, Sleight of Hand +5, Spot +10, Survival +4

Possessions combat gear plus +2 *studded leather armor*, +1 *flaming spiked chain*, dagger, throwing daggers (3), *ring of mind shielding*, *gloves of dexterity* +2

Face in the Crowd (Ex) Etharion gains a +4 circumstance bonus to Bluff and Disguise checks when trying to pass himself off as a local or commoner (civilian only—not a watchman or a soldier). He must spend at least 24 hours in the city or area in which he attempts this deception in order to familiarize himself with the current events and patterns of society.

Legion Knowledge (Ex) Etharion may make a special Legion knowledge check at +13 to see whether he knows any relevant information about local people, history, far away places, or recent events. He may not take 10 or 20 on this check; this sort of knowledge is essentially random. The DM determines the Difficulty Class of the check similarly to a bardic knowledge check's DC.

Region Familiarity (Ex) While in Nightlund, Etharion adds a +2 competence bonus to Legion knowledge checks, Gather Information checks, and Survival checks.

FATHER JON BOLITHO CR 13

Male civilized human cleric 13 of Mishakal

LG Medium humanoid

Init +1; Senses Listen +4, Spot +4

Languages Abanasinian, Common, Estwilde

AC 18, touch 13, flat-footed 17

hp 62 (13 HD)

Fort +8, Ref +5, Will +12

Spd 30 ft.

Melee +3 *merciful quarterstaff* +12/+7
 (1d6+3 plus 2d6 nonlethal)

Base Atk +9; Grp +9

Special Actions spontaneous casting (*cure spells*), turn undead 4/day (14th level, 1d20+4, 2d6+15)

Combat Gear *potions of cure moderate wounds* (2), *potion of restoration*, *wand of cure light wounds* (20 charges)

Cleric Spells Prepared (CL 13th, +9 melee

touch, +10 ranged touch)
 7th—*holy word* (DC 20), *regenerate*^{PH} (CL 14th)
 6th—*greater dispel magic*, *heal*^{PH} (CL 14th), *heroes' feast*
 5th—*break enchantment*, *dispel evil* (DC 19), *telepathic bond*^P, *true seeing*
 4th—*death ward*, *discern lies* (DC 18), *divination*, *neutralize poison*, *status*^D, *restoration*
 3rd—*daylight*, *dispel magic*, *prayer*^D, *protection from energy*, *remove blindness/deafness*, *remove disease*
 2nd—*aid*, *consecrate*, *delay poison*, *hold person*, *remove paralysis*, *shield other*^D, *zone of truth* (DC 16)
 1st—*bless*^D, *detect undead*, *divine favor*, *protection from evil*, *remove fear*, *sanctuary* (DC 15), *shield of faith*
 0—*create water*, *detect magic*, *detect poison*, *guidance*, *light*, *purify food and drink*
^D: Domain spell. ^H: Healing spell. Domain: Community, Healing
 Spell-Like Abilities (CL13th)
 1/day—*calm emotions*

Abilities Str 10, Dex 12, Con 10, Int 13, Wis 18, Cha 12
 SQ aura of good, aura of law
 Feats Brew Potion, Craft Wand, Empower Spell^B, Improved Turning, Negotiator, Skill Focus (Knowledge [religion])
 Skills Diplomacy +23, Knowledge (religion) +20, Sense Motive +14, Spellcraft +17
 Possessions combat gear plus +3 *merciful quarterstaff*, *bracers of armor* +5, *ring of protection* +2

GIBRANA RENTIR, LEGION CENTURION CR 15
 Female civilized human fighter 6/rogue 3/Legion warrior 6
 NG Medium humanoid (human)
Knightly Orders of Ansalon (Legion warrior prestige class)
 Init +6; Senses Listen +6, Spot +10;
 Languages Abanasinian, Common, Lahutian, Nerakan
 AC 23, touch 14, flat-footed 11
 hp 94 (15 HD)
 Resist evasion
 Fort +12, Ref +9, Will +6
 Spd 30 ft.
 Melee +2 *keen longsword** +13/+8/+3 (1d8+9/17-20) or mwk dagger +17/+12/+7 (1d4+2/19-20) or *includes adjustments for 5-point Power Attack
 Ranged +1 *heavy crossbow* +16 (1d10+1/19-20)
 Base Atk +14; Grp +16
 Atk Options Combat Style (Nerakan), favored enemy Dark Knights +2, favored enemy chromatic dragons +4, Improved Sunder, Mounted Combat, Point Blank Shot, Power Attack, Precise Shot, Quick Draw, Ride-By Attack, sneak attack +2d6
 Special Actions Legion's oath 1/day
 Combat Gear *potion of haste*, 2 *potions of cure moderate wounds*, *potion of comprehend languages*, 2 *potions of lesser restoration*

Abilities Str 15, Dex 14, Con 12, Int 12, Wis 14, Cha 13
 SQ Legion knowledge +16, reputation +6, trap sense +1, trapfinding
 Feats Alertness, Endurance^B, Great Cleave^B, Improved Initiative, Improved Sunder^B, Mounted Combat^B, Negotiator, Point Blank Shot^B, Power Attack,

Precise Shot, Quick Draw, Ride-By Attack^B
 Skills Bluff +7, Diplomacy +15, Gather Information +9, Handle Animal +10, Intimidate +9, Knowledge (local) +7, Knowledge (nobility and royalty) +9, Listen +6, Ride +19, Search +13, Sense Motive +16, Spot +10
 Possessions +3 *chain shirt*, mwk heavy wooden shield, +2 *keen longsword*, +1 *heavy crossbow*, mwk dagger, 10 ordinary bolts, 5 cold iron bolts, 5 silver bolts, *ring of protection* +2, *light warhorse*, 30 ft. rope

Apprentice (Ex) Gibrana has the option of taking on an apprentice. Currently, she has none.
 Combat Style (Nerakan) (Ex) Gibrana is treated as having the Great Cleave feat. She loses the benefits of this feat if she does not begin her turn adjacent to an allied character.
 Legion Knowledge (Ex) Gibrana may make a special Legion knowledge check with a bonus equal to her character level plus her Intelligence modifier to see whether she knows any relevant information about local people, history, faraway places, or recent events. She may not take 10 or 20 on this check; this sort of knowledge is essentially random. The DM determines the Difficulty Class of the check similarly to a bardic knowledge check's DC.
 Legion's Oath (Ex) 1/day, Gibrana may utter a cry of solidarity ("All we have is each other!" or similar) as part of an aid another action. If the aid another action is successful, her ally is allowed another saving throw against any effect that has caused them to become blinded, dazed, exhausted, fatigued, panicked, petrified, shaken, or stunned. Gibrana's bonus from the aid another action also applies to this new saving throw, and to any other saving throws the ally must make against effects that cause those conditions until Gibrana's next round. If the effect does not normally allow a saving throw, this ability has no effect.
 Reputation (Ex) Gibrana adds a +6 circumstance bonus on Bluff and Diplomacy skill checks when dealing with working-class or poor individuals.

GWYNNETH CORDARIC CR 14
 Female civilized human rogue 8/ranger 6 of Habbakuk
 CG Medium humanoid
 Init +3; Senses Listen +10, Spot +8
 Languages Campstalk, Common, Nerakese, Ogre

AC 21, touch 15, flat-footed 18; improved uncanny dodge, uncanny dodge
 hp 74 (14 HD)
 Fort +8, Ref +14, Will +6; evasion
 Spd 40 ft.
 Melee +2 *flaming spiked chain* +17/+12/+7 (2d4+3 plus 1d6 fire) or
 Ranged +1 *seeking light crossbow* +16/+11/+6 (1d8+1/19-20) or
 Ranged +1 *seeking light crossbow* +14/+14/+9/+4 (1d8+1/19-20) with Rapid Shot
 Reach 5 ft. (10 ft. with +2 *flaming spiked chain*)
 Base Atk +12; Grp +13
 Atk Options Combat Expertise, favored enemy

aberrations +2, favored enemy monstrous humanoids +4, improved combat style (archery), Improved Trip, sneak attack +4d6

Combat Gear *potion of cure serious wounds* (3), *potion of lesser restoration* (2)

Ranger Spells Prepared (CL 3rd)

1st—*charm animal* (DC 13), *resist energy*

Abilities Str 13, Dex 16, Con 13, Int 14, Wis 15, Cha 18

SQ trap sense +2, trapfinding, wild empathy +12 (magical beasts +8)

Feats Combat Expertise, Endurance^B, Exotic Weapon Proficiency (spiked chain), Improved Trip, Manyshot^B, Leadership, Rapid Reload, Rapid Shot^B, Track^B, Weapon Finesse

Skills Appraise +13, Balance +16, Climb +7, Decipher Script +13, Diplomacy +19, Gather Information +17, Handle Animal +10, Hide +11, Jump +13, Knowledge (local) +13, Listen +10, Move Silently +13, Ride +11, Sense Motive +13, Spot +8, Survival +10, Swim +10, Tumble +14, Use Magic Device +15 (+17 scrolls)

Possessions combat gear plus +2 *leather armor*, +2 *flaming spiked chain*, +1 *seeking light crossbow* with 10 cold iron crossbow bolts, *ring of protection* +2, *amulet of natural armor* +2, *boots of striding and springing*, Brass Tiger pin

LADY JENNETTA AURRAFIL CR 13

Female civilized human noble 3/cleric 10 of Shinare

LN Medium humanoid

Holy Orders of the Stars (Commerce domain)

Init +4; Senses Listen +10, Spot +5

Languages Common, Elven, Ergot, Solamnic

AC 10, touch 10, flat-footed 10

hp 66 (13 HD)

Fort +9, Ref +6, Will +15

Spd 30 ft.

Melee unarmed strike +8 (1d3-1 [nonlethal])

Base Atk +9; Grp +8

Special Actions inspire confidence 1/day, spontaneous casting (*cure spells*), turn undead 5/day (+4, 2d6+12, 10th)

Combat Gear *staff of healing* (27 charges)

Cleric Spells Prepared (CL 10th, +8

melee touch, +9 ranged touch)

5th—*break enchantment*, *dispel chaos*^L (CL 11th, DC 20), *flame strike* (DC 20), *true seeing*^D

4th—*discern lies* (DC 19), *order's wrath*^{DL} (CL 11th, DC 19), *restoration*, *sending*

3rd—*daylight*, *dispel magic*, *magic circle against chaos*^L (CL 11th), *searing light*, *tongues*^D

2nd—*augury*, *calm emotions*^{DL} (CL 11th, DC 18), *owl's wisdom*, *zone of truth* (3) (DC 18)

1st—*comprehend languages*, *detect chaos*, *detect undead*, *protection from chaos*^{DL} (CL 11th), *remove fear*, *sanctuary* (DC 16), *shield of faith*

0—*detect magic*, *detect poison*, *guidance*, *light*, *purify food and drink*, *resistance*

^D: Domain spell. ^L: Law spell. Domains: Commerce, Law

Abilities Str 8, Dex 10, Con 12, Int 14, Wis 20, Cha 14

SQ aura of law, favor +2

Feats Extend Spell, Greater Spell Focus

(enchantment), Improved Initiative^B, Negotiator, Spell Focus (enchantment), Trustworthy

Skills Appraise +18, Concentration +5, Diplomacy +26, Gather Information +11, Knowledge (arcana) +7, Knowledge (history) +7, Knowledge (local) +7, Knowledge (nobility and royalty) +7, Knowledge (the planes) +7, Knowledge (religion) +12, Listen +10, Sense Motive +12

Possessions combat gear plus *periapt of Wisdom* +4, incense

LORD RAMMULF GENTON CR 12

Male civilized human fighter 12

LN Medium humanoid

Legends of the Twins (Quick-Thinking feat, Stubborn feat)

Init +2; Senses Listen +3, Spot +5

Languages Common, Ergot

AC 20, touch 11, flat-footed 20

hp 89 (12 HD)

Fort +10, Ref +4, Will +7

Spd 20 ft. (banded mail); base 30 ft.

Melee +2 *heavy flail* +17/+12/+7 (1d10+5/19-20) or

Melee +1 *dagger* +14/+9/+4 (1d4+2/19-20)

Base Atk +12; Grp +13

Atk Options Combat Expertise, Improved

Disarm, Improved Trip, Quick Draw

Combat Gear *potion of haste*, *potion of heroism*

Abilities Str 13, Dex 10, Con 15, Int 13, Wis 14, Cha 16

Feats Combat Expertise^B, Endurance, Greater

Weapon Focus (heavy flail)^B, Improved Disarm^B,

Improved Trip^B, Leadership, Negotiator,

Quick Draw^B, Quick-Thinking^B, Skill Focus

(Diplomacy), Stubborn, Weapon Focus (heavy

flail)^B, Weapon Specialization (heavy flail)^B

Skills Bluff +6, Diplomacy +13, Handle Animal +8,

Intimidate +15, Knowledge (local) +5, Listen

+3, Ride +9, Sense Motive +9, Spot +5

Possessions combat gear plus +3 *banded mail*,

+2 *heavy flail*, +1 *dagger*, *ring of protection* +1,

cloak of Charisma +2, *periapt of Wisdom* +2

LORRINAR (FUME) CR 24

Male great wyrm green dragon

LE Gargantuan dragon (air)

Init +5; Senses blindsense 60 ft., darkvision 120 ft., keen senses; Listen +49, Spot +49

Aura frightful presence (DC 34, 360 ft., HD 37 or fewer)

Languages Auran, Common, Draconic, Estwilde, Lahutian, Nerakese, Ogre, Solamnic

AC 44, touch 7, flat-footed 43

hp 551 (38 HD); DR 20/magic

Immune acid, paralysis, *sleep*

SR 30

Fort +29, Ref +22, Will +28

Spd 40 ft., fly 200 ft. (clumsy), swim 40 ft.

Melee* bite +36 (4d8+26) and 2 claws each

+31 (4d6+19) and 2 wings each +31

(2d8+19) and tail slap +27 (4d6+33)
 *includes adjustments for 12-point Power Attack
 Space 20 ft. Reach 15 ft. (20 ft. with bite)
 Base Atk +38; Grp +64
 Attack Options Cleave, Flyby Attack, Great Cleave, Power Attack, Snatch
 Special Actions breath weapon (60-ft. cone, 24d6 acid, Reflex DC 37 half, 1d4 rounds between uses), crush (4d8+21, Reflex DC 37 negates), tail sweep (30-ft. radius, 2d6+21, Reflex DC 37 half)
 Combat Gear *staff of transmutation* (40 charges)
 Sorcerer Spells Known (CL 17th, +48 melee touch, +31 ranged touch)
 8th (4/day)—*discern location*, *mass charm monster* (DC 23)
 7th (6/day)—*greater scrying* (DC 22), *sequester* (DC 22), *spell turning**
 6th (6/day)—*disintegrate* (DC 21), *greater dispel magic*, *true seeing*
 5th (7/day)—*cloudkill* (DC 20), *dominate person* (DC 20), *sending*, *teleport* (DC 20)
 4th (7/day)—*confusion* (DC 19), *detect scrying**, *greater invisibility*, *scrying* (DC 19)
 3rd (7/day)—*dispel magic*, *haste*, *protection from energy*, *slow* (DC 18)
 2nd (7/day)—*bear's endurance*, *blur*, *bull's strength*, *cat's grace*, *fog cloud*
 1st (8/day)—*charm person* (DC 16), *endure elements*, *identify*, *shield*, *true strike*
 0 (6/day)—*dancing lights*, *detect magic*, *detect poison*, *ghost sound*, *mage hand*, *mending*, *open/close*, *read magic*, *resistance*
 * Already cast.
 Spell-Like Abilities (CL 17th)
 3/day—*quicken suggestion* (DC 18), *dominate person* (DC 20)
 1/day—*plant growth*, *command plants* (DC 19)
 Str 39, Dex 12, Con 27, Int 22, Wis 24, Cha 20
 SQ water breathing
 Feats Alertness, Cleave, Flyby Attack, Great Cleave, Hover, Improved Initiative, Lightning Reflexes, Power Attack, Quicken Spell-Like Ability (*suggestion*), Skill Focus (Sense Motive), Snatch, Track, Wingover
 Skills Bluff +45, Concentration +38, Diplomacy +50, Escape Artist +31, Gather Information +25, Hide +19, Intimidate +9, Knowledge (arcana) +36, Listen +49, Search +36, Sense Motive +51, Spellcraft +28, Spot +49, Survival +24, Swim +22, Use Magic Device +35

MARK OXHORN

CR 8

Male civilized human fighter 8
 NG Medium humanoid
 Init +7; Senses Listen +8, Spot +10
 Languages Common, Solamnic
 AC 17, touch 11, flat-footed 16; Dodge, Mobility
 hp 44 (8 HD)
 Fort +6, Ref +3, Will +4
 Spd 30 ft.
 Melee longsword +10/+5 (1d8+2/19-20) or

Ranged +1 *heavy crossbow* +11 (1d10+1/19-20)
 Base Atk +8; Grp +10
 Atk Options Point Blank Shot, Precise Shot, Rapid Reload
 Abilities Str 14, Dex 13, Con 10, Int 10, Wis 15, Cha 12
 Feats Alertness^B, Dodge^B, Improved Initiative, Mobility^B, Point Blank Shot^B, Precise Shot^B, Quick Thinking, Rapid Reload (heavy crossbow)^B, Weapon Focus (heavy crossbow)
 Skills Climb +4, Intimidate +8, Jump +4, Listen +8, Sense Motive +5, Spot +10
 Possessions +1 *chain shirt*, longsword, +1 *heavy crossbow* with 20 bolts, *amulet of natural armor* +1

MORYL ASHCALLER

CR 12

Female half-elf rogue 7/sorcerer 4/Legion sorcerer 1
 LG Medium humanoid (elf)
Knightly Orders of Ansalon (Legion Sorcerer prestige class)
 Init +2; Senses elvensight (darkvision 30 ft., low-light vision); Listen +1, Spot +1
 Languages Abanasinian, Common, Elven
 AC 16, touch 14, flat-footed 14; uncanny dodge
 hp 52 (12 HD)
 Immune *sleep*
 Fort +4, Ref +8, Will +8 (+10 against enchantments); evasion
 Spd 30 ft.
 Melee +2 *quarterstaff* +9/+4 (1d6+2) or
 Melee +2 *quarterstaff* +7/+7/+2 (1d6+2) as double weapon or
 Ranged mwk light crossbow +10 (1d8/19-20)
 Base Atk +7; Grp +7
 Atk Options Combat Expertise, Improved Trip, sneak attack +4d6, Two-Weapon Fighting
 Sorcerer Spells Known (CL 4th, +7 melee touch, +9 ranged touch)
 2nd (4/day)—*detect thoughts* (DC 16)
 1st (7/day)—*comprehend languages*, *shield*, *true strike*
 0 (6/day)—*detect magic*, *detect poison*, *ghost sound*, *light*, *prestidigitation*, *resistance*

Abilities Str 10, Dex 15, Con 13, Int 13, Wis 10, Cha 17
 SQ Legion knowledge +13, shared divination, trap sense +2, trapfinding
 Feats Combat Casting, Combat Expertise, Improved Trip, Spell Focus (divination), Two-Weapon Fighting
 Skills Bluff +10, Concentration +8 (+12 casting defensively), Diplomacy +14, Gather Information +12, Hide +9, Intimidate +5, Knowledge (arcana) +9, Knowledge (local) +9, Knowledge (nobility & royalty) +5, Move Silently +9, Sense Motive +6, Search +2, Spellcraft +15, Tumble +8
 Possessions +2 *quarterstaff*, mwk light crossbow with 10 bolts, *bracers of armor* +2, *ring of protection* +2
 Legion Knowledge (Ex) Moryl may make a special Legion knowledge at +13 to see whether she knows any relevant information about local people, history, far away places, or recent events. She may not take 10 or 20 on this check; this sort of knowledge is essentially random. The DM determines the Difficulty Class of the check similarly to a bardic knowledge check's DC.

Shared Divination (Su) By casting a divination spell as a full round action, Moryl can extend the effects of the spell to four individuals of her choice in a 30-ft radius. She is still considered the center of the spell's effect radius, so any results of the spell depend on her location, not the individuals sharing the spell.

PAELATHAN SHADOWDARK CR 13

Male Silvanesti elf bard 7/fighter 4/horizon walker 2

CG Medium humanoid

Legends of the Twins (Quick-Thinking feat)

Init +3; Senses elvensight (darkvision 30 ft., low-light vision), Listen +8, Spot +8

Languages Common, Elven, Khur, Sylvan

AC 17, touch 13, flat-footed 16

hp 50 (13 HD)

Immune *sleep*

Fort +11, Ref +9, Will +8 (+10 against enchantments)

Spd 30 ft.

Melee +1 *longsword* +14/+9/+4 (1d8+3/19-20) or

Ranged +2 *composite longbow* +16/+11/+6 (1d8+4/x3)

Base Atk +11; Grp +13

Atk Options Point Blank Shot, Precise Shot, terrain mastery (desert, forest)

Special Actions bardic music 7/day (countersong, *fascinate* 3 creatures, inspire competence, inspire courage +1, *suggestion* [DC 16])

Bard Spells Known (CL 7th, +13 melee

touch, +12 ranged touch)

3rd (1/day)—*displacement*, *haste*

2nd (3/day)—*cat's grace*, *cure moderate wounds*, *invisibility*, *mirror image*

1st (4/day)—*cure light wounds*, *expeditious retreat*, *feather fall*, *remove fear*

0 (3/day)—*flare*, *ghost sound*, *know direction*, *light*, *mending*, *summon instrument*

Abilities Str 14, Dex 12, Con 10, Int 16, Wis 11, Cha 16

Feats Alertness, Endurance, Point Blank Shot^B,

Precise Shot^B, Quick-Thinking, Skill Focus (Survival), Track, Weapon Focus (*longbow*)^B

Skills Appraise +7, Bluff +13, Concentration +12,

Decipher Script +8, Diplomacy +15, Gather Information +10, Hide +1 (+5 against desert and forest creatures), Intimidate +10, Knowledge (arcana) +8, Knowledge (geography) +16, Listen +8, Perform +17, Sense Motive +4, Sleight of Hand +9, Spellcraft +9, Spot +8, Survival +10

Possessions +2 *leather armor*, +1 *longsword*, +2 *composite longbow* (+2 Str) with 30 arrows, *lesser bracers of archery*, *ring of protection* +2, *cloak of resistance* +2, *periapt of wisdom* +2

Terrain Mastery (Ex) Naelathan has mastered the desert and forest terrain types. This gives him a +4 competence bonus on Hide checks and a +1 insight bonus on attack and damage rolls against creatures with these terrains listed in their Environment entries. He also is immune to fatigue, and any situation that makes him exhausted makes him fatigued instead.

NAMUTH FINN

CR 10

Male civilized human fighter 4/rogue 4/Legion warrior 2

NG Medium humanoid

Init +3; Senses Listen +0, Spot +0

Languages Camptalk, Common, Nordmaarian, Ogre

AC 18, touch 13, flat-footed 15; uncanny dodge
hp 72 (10 HD)

Fort +10, Ref +8, Will +2; evasion

Spd 30 ft.

Melee mwk *longsword* +10/+5 (1d8+1/19-20) or

Ranged +2 *composite shortbow* +16/+11 (1d6+5/x3) or

Ranged +2 *composite shortbow* +10
(3d6+15) with Manyshot or

Ranged +2 *composite shortbow* +14/+14/+9
(1d6+5/x3) with Rapid Shot

Base Atk +9; Grp +10

Atk Options combat style (Khurish), favored

enemy giants +2, Mounted Combat, Point

Blank Shot, Precise Shot, sneak attack +2d6

Combat Gear *potion of cat's grace* (2),

potion of cure light wounds

Abilities Str 12, Dex 17, Con 14, Int 14, Wis 11, Cha 11

SQ Legion knowledge +12, reputation

+4, trap sense +1, trapfinding

Feats Endurance^B, Manyshot, Mounted Archery^B,

Mounted Combat, Point Blank Shot, Precise Shot,

Rapid Shot^B, Weapon Focus (*composite shortbow*)^B,

Weapon Specialization (*composite shortbow*)^B

Skills Bluff +7, Climb +11, Diplomacy +13, Disguise

+0 (+2 to act in character), Gather Information

+10, Handle Animal +7, Intimidate +9, Jump

+8, Knowledge (nobility and royalty) +9, Ride

+18, Sense Motive +7, Sleight of Hand +5

Possessions combat gear plus +2 *studded leather*

armor, +2 *composite shortbow* (+1 Str) with 20
arrows, mwk *longsword*, *lesser bracers of archery*

Combat Style (Khurish) (Ex) Namuth is treated as having the Mounted Archery feat. He loses the benefits of this feat if he wears medium or heavy armor.

Legion Knowledge (Ex) Namuth may make a special

Legion knowledge check at +12 to see whether he knows any relevant information about local people, history, far away places, or recent events. He may not take 10 or 20 on this check; this sort of knowledge is essentially random. The DM determines the Difficulty Class of the check similarly to a bardic knowledge check's DC.

Reputation (Ex) Namuth adds a +4 circumstance bonus on Bluff and Diplomacy skill checks when dealing with working-class or poor individuals.

RASCA, CALANTINE SCHOLAR

CR 14

Male half-kender expert 15

N Medium humanoid

Init +6; Senses Listen +22, Spot +23

Languages Common, Draconic, Estwilde, Kenderspeak, Solamnic

AC 20, touch 16, flat-footed 18

hp 55 (15 HD)

Fort +5, Ref +9, Will +11 (+13 against fear)

Spd 30 ft.

Melee mwk dagger +13 (1d4+2/19-20)

Base Atk +11; Grp +12

Abilities Str 12, Dex 15, Con 10, Int 16, Wis 14, Cha 10

Feats Astrological Forecasting†, Awareness, Improved

Initiative, Investigator, Lightning Reflexes, Run

† New feat from Appendix One.

Skills Decipher Script +21, Gather Information

+20, Knowledge (arcana) +21, Knowledge

(history) +21, Listen +22, Open Lock +12,

Profession (Calantine scholar) +20, Search

+23, Sleight of Hand +12, Spot +23

Possessions *bracers of armor* +4, mwk dagger, *ring*

of protection +4, *boots of teleportation*, Calantina

dice, dog-eared journal, various notes

SIR PRYAM TORMENT

CR 12

Male civilized human noble 3/fighter 3/Knight of the Sword 6

LG Medium humanoid

Knightly Orders of Ansalon (revised Knight of the Sword class)

Init +2; Senses Listen +2, Spot +2

Aura courage (10 ft., +4 morale bonus

to saves against fear effects)

Languages Common, Nordmaarian, Solamnic

AC 24, touch 12, flat-footed 24

hp 91 (12 HD); Diehard

Immune fear

Fort +13, Ref +9, Will +13

Spd 20 ft. (full plate); base 30 ft.

Melee* +2 *longsword* +11/+6/+1 (1d8+8/19-20) or

Melee* mwk lance +10/+5/+0 (1d8+10/x3) or

Ranged javelin +11 (1d6+2)

*includes adjustments for 4-point Power Attack

Base Atk +11; Grp +13

Atk Options Cleave, Mounted Combat, Power

Attack, Ride-By Attack, smite evil 2/day (+2

attack, +6 damage), Spirited Charge

Special Actions defend the weak 2/day,

inspire confidence 1/day

Combat Gear *potions of cure light wounds* (2)

Abilities Str 14, Dex 10, Con 14, Int 11, Wis 15, Cha 14

SQ bonus class skill (Spot), divine grace,

favor +2, heroic initiative +2

Feats Cleave^B, Diehard, Endurance, Honor-Bound, Mounted

Combat^B, Power Attack^B, Ride-By Attack, Spirited Charge

Skills Diplomacy +18, Gather Information +8,

Handle Animal +5, Intimidate +5, Knowledge

(nobility and royalty) +6, Knowledge (religion)

+10, Ride +11, Sense Motive +8

Possessions combat gear plus +2 *full plate armor*, mwk

heavy steel shield, +2 *longsword*, mwk lance, 2 javelins,

dagger, *ring of protection* +2, heavy warhorse

Aura of Courage (Su) Sir Pryam gains a +4

morale bonus to saves against fear effects.

Allies within 10 feet also gain this bonus.

Defend the Weak (Su) Twice per day, Sir Pryam may choose

a single adjacent ally (within 5 feet) with 11 HD or

less. Against any opponent who threatens that ally (i.e.

who is capable of making a melee or ranged attack against them), Pryam gains a +2 bonus on melee attack and weapon damage rolls, and his ally gains a +2 to AC for as long as he remains adjacent. These bonuses only apply while Pryam is adjacent to his ally. An ally with more than one defender with this ability only benefits from the highest bonus of all defenders.

Divine Grace (Su) Sir Pryam adds his Charisma bonus to all saving throws.

Heroic Initiative (Ex) Sir Pryam gains a +2 bonus to initiative checks.

Minions, Monsters, and Minor Characters

ADVANCED DIGESTER

CR 9

N Large magical beast

Init +5; Senses darkvision 60 ft., low-

light vision; Listen +9, Spot +9

AC 18, touch 10, flat-footed 17

hp 161 (14 HD)

Fort +15, Ref +12, Will +7

Spd 60 ft.

Melee claw +20 (2d6+7)

Space 10 ft.; Reach 10 ft.

Base Atk +14; Grp +25

Atk Options acid spray (20 ft. cone, 4d8 acid

damage, or 5 ft. line, 8d8 acid damage,

Reflex DC 23 half, every 1d4 rounds)

Abilities Str 25, Dex 13, Con 22, Int 2, Wis 12, Cha 10

Feats Alertness, Improved Initiative, Improved

Natural Armor, Iron Will, Lightning Reflexes

Skills Hide +4, Jump +25, Listen +9, Spot +9

ADVANCED GIRALLON

CR 9

N Huge magical beast

Init +2; Senses darkvision 60 ft., low-light

vision, scent; Listen +1, Spot +9

AC 17, touch 10, flat-footed 15

hp 130 (13 HD)

Fort +12, Ref +10, Will +7

Spd 40 ft., climb 40 ft.

Melee* 4 claws each +16 (1d6+15)

and bite +11 (2d6+5) or

Melee* claw +12 (1d6+15 plus 10 ft. knockback, Reflex DC

[damage dealt], Large or smaller) with Awesome Blow

*includes adjustments for a 5-point Power Attack

Space 15 ft.; Reach 15 ft.

Base Atk +13; Grp +31

Atk Options Awesome Blow, Improved

Bull Rush, Power Attack, rend

Abilities Str 30, Dex 15, Con 18, Int 2, Wis 12, Cha 7

Feats Awesome Blow, Improved Bull Rush,

Iron Will, Power Attack, Toughness

Skills Climb +18, Move Silently +11, Spot +9

Rend (Ex) A girallon that hits with two or more claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals 2d6+20 points of damage (2d6+30 with 5-point Power Attack).

ADVANCED SPIDER EATER

CR 7

N Huge magical beast

Init +0; Senses darkvision 60 ft., low-light vision, scent; Listen +13, Spot +14

AC 15, touch 8, flat-footed 15; Dodge, Mobility
hp 125 (10 HD)

Fort +14, Ref +7, Will +4

Spd 30 ft., fly 60 ft. (good)

Melee sting +17 (2d6+9 plus poison) and bite +12 (2d6+4)

Space 15 ft.; Reach 10 ft.

Base Atk +10; Grp +27

Atk Options poison (Injury, Fort DC 22,
primary damage none, secondary damage
paralysis 1d8+7 weeks), Snatch

Special Actions implant

Abilities Str 29, Dex 11, Con 25, Int 2, Wis 13, Cha 10

SQ *freedom of movement*

Feats Alertness, Dodge, Mobility, Snatch

Skills Listen +13, Spot +14

Freedom of Movement (Su) As the spell (CL 12th),
always on, does not extend to rider.

Implant (Ex) Spider eaters lay their eggs inside paralyzed
creatures size Large or larger. The eggs hatch in
6 weeks, devouring the host from the inside.

ESSEKAR OGRE MERCENARY

CR 8

Male ogre ranger 5 of Sargonnas

NE Large giant

Init -1; Senses darkvision 60 ft., low-
light vision; Listen +5, Spot +5

Languages Camptalk, Common, Ogre

AC 19, touch 9, flat-footed 19

hp 61 (9 HD)

Fort +10, Ref +4, Will +3

Spd 40 ft.

Melee mwk lance +14 (2d6+7/x3) or

Melee mwk falchion +15 (2d6+7/18-20) or

Ranged mwk composite longbow +7/+2 (2d6+5/x3) or

Ranged mwk composite longbow +5/+5/+0
(2d6+5/x3) with Rapid Shot

Space 10 ft.; Reach 10 ft. (20 ft. with lance)

Base Atk +8; Grp +17

Atk Options combat style (archery), favored enemy
humans +4, favored enemy elves +2, Power Attack

Combat Gear *potion of jump* (2), *potion
of cure moderate wounds* (2)

Ranger Spells Prepared (CL 2nd)

1st—*magic fang*

Abilities Str 21, Dex 8, Con 15, Int 6, Wis 12, Cha 7

SQ animal companion, wild empathy
+5 (magical beasts +1)

Feats Endurance^B, Mounted Combat, Power Attack, Rapid
Shot^B, Toughness, Track^B, Weapon Focus (falchion)

Skills Climb +3, Jump +9, Knowledge (nature) +5, Listen
+5, Ride +4, Spot +5, Survival +6 (+8 above ground)

Possessions combat gear plus +1 *chain shirt*,
mwk falchion, mwk lance, mwk composite
longbow (+5 Str) and 20 arrows

FUNGAL BLACK DRAGON

CR 12

N Large plant

Init +4; Senses blindsense 60 ft., darkvision 120
ft., keen senses; Listen +25, Spot +25

Aura frightful presence (DC 20, 180 ft., HD 18 or fewer)

Languages Common, Draconic

AC 29, touch 9, flat-footed 29

hp 199 (19 HD); DR 5/magic and slashing

Immune acid, paralysis, *sleep*; plant traits

Resist fire 10; SR 18

Fort +15, Ref +11, Will +12

Spd 60 ft., fly 150 ft.; Flyby Attack

Melee* bite +19 (2d6+11) and 2 claws each
+14 (1d8+8) and 2 wings each +14

(1d6+8) and tail slap +14 (1d8+8)

*includes adjustments for a 5-point Power Attack

Space 10 ft.; Reach 5 ft. (10 ft. with bite)

Base Atk +19; Grp +29

Atk Options Cleave, Power Attack, Snatch

Special Actions breath weapon (80 ft. line,

12d4 acid damage, Reflex DC 23 half),

mycotenebral spore infection (DC 28)

Sorcerer Spells Known (CL 3rd, +19 ranged touch)

1st 6/day)—*expeditious retreat*, *identify*

0 (6/day)—*detect magic*, *flare* (DC 11), *ghost*

sound (DC 11), *mage hand*, *ray of frost*

Spell-Like Abilities (CL 6th)

1/day—*corrupt water* (180 ft., spoil up to 10
cu. ft. of water, Will DC 20 negates)

3/day—*darkness* (as the spell, but 60-ft. radius)

Abilities Str 23, Dex 10, Con 19, Int 12, Wis 13, Cha 12

SQ confusion

Feats Alertness, Cleave, Flyby Attack, Improved Initiative,
Power Attack, Snatch, Weapon Focus (claw)

Skills Concentration +26, Intimidate +23, Listen

+25, Search +23, Sense Motive +23, Spot +25

Confusion (Su) Whenever a fungal creature is first
attacked, or targeted by a mind-affecting spell or effect,
it acts as if under the effects of a *confusion* spell for 1d6
rounds. When determining how the fungal creature
acts each round, treat the creature that attacked or
triggered the confusion as the “caster”. Note that
although a mind-affecting spell or effect can trigger
this confusion, a fungal creature is otherwise immune
to mind-affecting spells or effects, because it is a plant.

Mycotenebral Spore Infection (Su) A fungal creature
can release a cloud of spores that fills all adjacent
squares (15 ft. by 15 ft. radius centered on the fungal
creature) for 1d6 rounds once every hour. This is a
supernatural disease (inhaled, incubation period 1
hour, 1d6 Int/1d6 Wis, Fortitude DC 28 negates).

GOBLIN PIRATE

CR 7

Male goblin warrior 8

NE Small humanoid

Init +1; Senses darkvision 60 ft.; Listen +3, Spot +5

Languages Common, Goblin

AC 14, touch 13, flat-footed 13; Dodge

hp 44 (8 HD)

Fort +7, Ref +3, Will +2

Spd 30 ft.

Melee +1 *small cutlass* +12/+7 (1d4+2/19-20) or

Melee small dagger +10/+5 (1d3+1/19-20) or

Ranged small heavy crossbow +10 (1d8/19-20)

Base Atk +8; Grp +5

Combat Gear *potion of heroism*, *potion of cure light wounds* (2)

Abilities Str 12, Dex 13, Con 12, Int 10, Wis 10, Cha 6

Feats Alertness, Dodge, Weapon Focus (cutlass)

Skills Hide +5, Listen +3, Move Silently

+5, Ride +4, Spot +5, Swim +8

Possessions combat gear plus mwk leather

armor, +1 *small cutlass*, small dagger,

small heavy crossbow with 10 bolts

HOBGOBLIN PIRATE CAPTAIN CR 10

Male hobgoblin mariner 10

LE Medium humanoid (goblinoid)

Legends of the Twins (revised Mariner class)

Init +6; Senses darkvision 60 ft.; Listen +0, Spot +13

Languages Common, Goblin

AC 18, touch 14, flat-footed 16; back-to-back +2

hp 75 (10 HD)

Fort +10, Ref +9, Will +3

Spd 30 ft.

Melee* +1 *scimitar* +10/+5 (1d6+6/18-20) or

Melee mwk dagger +13/+8 (1d4+2/19-20) or

Ranged mwk heavy crossbow +13 (1d10/19-20)

*includes adjustments for 3-point Power Attack

Base Atk +10; Grp +12

Atk Options dirty strike +3d4, Improved Bull Rush,

Point Blank Shot, Power Attack, Precise Shot

Combat Gear *potion of heroism*, *potion*

of cure moderate wounds

Abilities Str 15, Dex 15, Con 16, Int 10, Wis 10, Cha 12

SQ sailor lore +10, seamanship +3

Feats Alertness, Improved Bull Rush, Improved

Initiative^B, Point Blank Shot^B, Power Attack,

Precise Shot^B, Skill Focus (Intimidate)

Skills Intimidate +10, Move Silently +6, Profession (sailor)

+16, Spot +13, Survival +13, Swim +15, Use Rope +15

Possessions combat gear plus +1 *leather armor*, mwk

buckler, +1 *scimitar*, mwk heavy crossbow with

10 bolts, mwk dagger, *ring of protection* +2

Back-to-Back (Ex) Whenever the hobgoblin pirate captain is adjacent to an ally and using the fighting defensively or total defense combat options or the Combat Expertise feat, he gains a +2 dodge bonus to his AC. He loses this bonus if he is denied his Dexterity bonus to AC or if he or his ally moves more than 5 ft. away.

Dirty Strike (Ex) The hobgoblin pirate captain may choose to make a single melee attack on his turn as a full round action that deals an additional 3d4 points of damage. The additional damage caused by a dirty strike is the same kind of damage as the weapon used in the attack. This ability has no effect on creatures without a discernable anatomy or that are immune to critical hits, such as constructs, oozes, plants, or

undead. Additional damage from a dirty strike is not multiplied if he scores a successful critical hit.

Sailor Lore (Ex) The hobgoblin pirate captain may make a special sailor lore check at +10 to see whether he knows some relevant information about local people or history, far away places, or strange superstitions. This check will not necessarily reveal true information, as much of the time the mariner heard it from someone who heard it from a friend, who heard it from a guy, etc. The captain may not take 10 or 20 on this check; this sort of knowledge is essentially random.

Seamanship (Ex) The hobgoblin pirate captain gains a +3 competence bonus to all Balance, Climb, and Profession (sailor) checks.

LAHUTIAN NOMAD ELITE WARRIOR CR 7

Male nomadic human barbarian 7

CE Medium humanoid

Init +5; Senses Listen +5, Spot +5

Languages Lahutian

AC 15, touch 11, flat-footed 14; improved

uncanny dodge, uncanny dodge

hp 60 (7 HD); DR 1/—

Fort +7, Ref +3, Will +4

Spd 30 ft. (hide armor); base 40 ft.

Melee* +1 *spear* +7/+2 (1d8+10/x3) or

Ranged mwk composite shortbow +9/+4 (1d6+1/x3)

*includes adjustments for 3-point Power Attack

Base Atk +7; Grp +9

Atk Options Mounted Combat, Point

Blank Shot, Power Attack

Special Actions rage 2/day (7 rounds)

Abilities Str 15, Dex 12, Con 14, Int 10, Wis 14, Cha 8

SQ trap sense +2

Feats Improved Initiative, Mounted Combat^B,

Point Blank Shot, Power Attack

Skills Balance +4, Climb +9, Jump +6, Listen +5, Move

Silently +11, Ride +9, Spot +5, Survival +12

Possessions +1 *silent moves hide armor*, +1 *spear*, mwk

composite shortbow (+1 Str) with 10 arrows, 20 ft. rope

Rage (Ex) When the Lahutian warrior rages,

his statistics change as follows:

AC 13, touch 9, flat-footed 12

hp 74

Fort +9, Will +6

Melee* +1 *spear* +9/+4 (1d8+13/x3)

*includes adjustments for 3-point Power Attack

Grp +11

Abilities Str 19, Con 18

Skills Climb +11, Jump +8

LEGION OF STEEL ELITE WARRIOR CR 8

Male or female civilized human fighter

3/rogue 3/Legion warrior 2

NG Medium humanoid

Knightly Orders of Ansalon (Legion Warrior prestige class)

Init +1; Senses Listen +1, Spot +1

Languages Common, Lahutian, Solamnic

AC 19, touch 12, flat-footed 18

hp 51 (8 HD)
 Fort +8, Ref +5, Will +3; evasion
 Spd 20 ft. (scale mail); base 30 ft.
 Melee* +1 *longsword* +7/+2 (1d8+4/19-20) or
 Melee* heavy lance +6/+1 (1d8+5/x3) or
 Ranged mwk composite shortbow +8/+3 (1d6/x3)
 *includes adjustments for 2-point Power Attack
 Base Atk +7; Grp +8
 Atk Options Cleave, combat style (Solamnic), favored enemy
 chromatic dragons +2, Mounted Combat, Point Blank
 Shot, Power Attack, Ride-By Attack, sneak attack +2d6
 Abilities Str 13, Dex 12, Con 12, Int 10, Wis 12, Cha 10
 SQ Legion knowledge +8, reputation +4,
 trap sense +1, trapfinding
 Feats Cleave, Endurance^B, Mounted Combat,
 Point-Blank Shot, Power Attack^B, Ride
 By Attack^B, Tremendous Charge^B
 Skills Diplomacy +8, Gather Information +8, Handle
 Animal +8, Intimidate +8, Knowledge (nobility
 and royalty) +3, Ride +11, Sense Motive +3
 Possessions +1 *scale mail*, mwk heavy wooden shield, +1
longsword, mwk shortbow with 20 arrows, dagger, heavy
 lance, *ring of protection* +1, Legion of Steel starjewel
 Combat Style (Solamnic) (Ex) The Steel Legionnaire
 is treated as having the Tremendous Charge
 feat. She loses the benefits of this feat if she
 is not wearing medium or heavy armor.
 Legion Knowledge (Ex) The Steel Legionnaire may
 make a special Legion knowledge check at +8 to
 see whether she knows any relevant information
 about local people, history, far away places, or recent
 events. She may not take 10 or 20 on this check;
 this sort of knowledge is essentially random. The
 DM determines the Difficulty Class of the check
 similarly to a bardic knowledge check's DC.
 Reputation (Ex) The Steel Legionnaire adds a +4
 circumstance bonus on Bluff and Diplomacy skill checks
 when dealing with working-class or poor individuals.

WHITESCALE SOCIETY CLAW CR 10

Male or female nomadic human rogue 5/assassin 5
 CE Medium humanoid
 Init +5*; Senses Listen +2, Spot +14
 * includes *cat's grace*
 Languages Common, Ergot
 AC 25, touch 17, flat-footed 20; Dodge, improved uncanny
 dodge, Mobility, Two-Weapon Defense, uncanny dodge
 hp 35 (10 HD)
 Immune energy drain, fatigue, paralysis, stunning
 Fort +2 (+3 against poison), Ref +13*, Will +4; evasion
 * includes *cat's grace*
 Weakness *allomanya* addiction
 Spd 30 ft.; Spring Attack
 Melee +2 *keen kukri* +11/+6 (1d4+5/15-20) or
 Melee +2 *keen kukri* +9/+4 (1d4+5/15-20)
 and +2 *keen kukri* +9 (1d4+3/15-20)
 Base Atk +6; Grp +8
 Atk Options death attack (DC 14), sneak attack +6d6
 Combat Gear *allomanya* vials (1d6), *potion of alter self*

Assassin Spells Known (CL 5th)

2nd (2/day)—*cat's grace**, *invisibility*
 1st (4/day)—*disguise self*, *feather fall*,
obscuring mist, *true strike*
 * already cast

Abilities Str 16, Dex 20*, Con 10, Int 13, Wis 14, Cha 11
 SQ poison use, trapfinding, trap sense +1
 Feats Dodge, Mobility, Spring Attack, Two-Weapon
 Fighting, Martial Weapon Proficiency (kukri)
 Skills Bluff +8, Disguise +15, Gather Information +17, Hide
 +19*, Knowledge (local) +9, Move Silently +18*, Search
 +13, Spot +14, Tumble +14*, Use Magic Device +8
 Possessions combat gear plus +2 *leather*
armor, +2 *keen kukri* (2), *amulet of natural*
armor +2, *ring of protection* +2
 * includes *cat's grace*

Allomanya Addiction This Whitescale Society Claw is
 addicted to *allomanya* (see Appendix One for more
 details). If he does not ingest a vial of *allomanya* every
 24 hours, he begins to suffer the effects of withdrawal.
 His addiction also means that he is resistant to *cure*
 spells, and cured by *inflict* spells. The Claw's increased
 ability scores and natural armor from *allomanya*
 addiction are already factored into his statistics above.

CHAPTER TWO: FIRES IN THROTL

LEADERS AND PERSONALITIES

ALLEYN RETGLAIF

CR 10

Male civilized human fighter 8/duelist 2
 CG Medium humanoid
Legends of the Twins (Quick-Thinking feat)
 Init +7; Senses Listen +5, Spot +7
 Languages Common, Dwarven, Estwilde
 AC 17, touch 15, flat-footed 12; Dodge, Mobility
 hp 55 (10 HD)
 Fort +6, Ref +8, Will +1
 Spd 30 ft.; Spring Attack
 Melee +2 *rapier* +16/+11 (1d6+5/15-20)
 Ranged +1 *composite shortbow* +14/+9 (1d6+2/x3)
 Base Atk +10; Grp +11
 Atk Options Combat Expertise, Improved Disarm
 Combat Gear *potion of cure light wounds*
 (2), *potion of cat's grace*

Abilities Str 13, Dex 16, Con 10, Int 14, Wis 9, Cha 12
 SQ canny defense (+2 Int bonus to AC), improved
 reaction (+2 bonus to initiative checks)
 Feats Combat Expertise^B, Dodge, Improved Critical
 (rapier), Improved Disarm, Mobility, Quick-
 Thinking^B, Spring Attack^B, Weapon Finesse^B, Weapon
 Focus (rapier)^B, Weapon Specialization (rapier)^B
 Skills Balance +5, Bluff +8, Climb +4, Diplomacy +3,
 Disguise +1 (+3 to act in character), Intimidate
 +13, Jump +8, Listen +5, Perform +4, Sense Motive
 +2, Sleight of Hand +5, Spot +7, Tumble +12

Possessions combat gear plus +2 *rapier*,
+1 *composite shortbow* (+1 Str) with 20
arrows, dagger, *bracers of armor* +2

BOSS CLEGGARD HORNBLÉNDE CR 10

Male hill dwarf rogue 10

CG Medium humanoid

Init +6; Senses darkvision 60 ft.; Listen +10, Spot +10

Languages Common, Dwarven, Goblin, Ogre

AC 17, touch 12, flat-footed 15; Dodge, improved uncanny
dodge, Mobility, +4 AC against giants, uncanny dodge
hp 38 (10 HD)

Resist +2 racial bonus to saving throws against spells and
spell-like effects, stability (+4 against bull rush and trip)

Fort +3(+5 against poison), Ref +9, Will +3; evasion

Weakness *allomanya* addiction

Spd 20 ft.

Melee +1 *shortsword* +9/+4 (1d6+2/19-20) or

Melee mwk punching dagger +9 (1d4+1/x3) or

Ranged dagger +9 (1d4+1/19-20)

Base Atk +7; Grp +8

Atk Options +1 attack bonus against
goblinoids, sneak attack +5d6

Abilities Str 12, Dex 15, Con 10, Int 13, Wis 10, Cha 14

SQ stonecunning, trap sense +3, trapfinding

Feats Dodge, Improved Initiative, Mobility,
Negotiator^B, Persuasive

Skills Appraise +6 (+8 related to stone or metal items),

Balance +4, Bluff +17, Craft +1 (+3 related to
stone or metal), Diplomacy +21, Disguise +2 (+4
acting), Forgery +11, Gather Information +14,
Intimidate +19, Jump +3, Knowledge (local) +11,
Listen +10, Open Lock +7, Sense Motive +12,
Sleight of Hand +7, Spot +10, Tumble +7

Possessions +2 *studded leather armor*, +1 *shortsword*,
mwk punching dagger, 4 daggers

Allomanya Addiction Boss Cleggard is addicted to
allomanya (see Appendix One for more details). If
he does not ingest a vial of *allomanya* every 24 hours,
he begins to suffer the effects of withdrawal. His
addiction also means that he is resistant to *cure* spells
and cured by *inflict* spells. Boss Cleggard's increased
ability scores and natural armor from *allomanya*
addiction are already factored into his statistics above.

DUKE INSTAN WESTMEIER CR 17

Male skeletal warrior civilized human
fighter 7/legendary tactician 9

LE Medium undead

Init +3; Senses darkvision 60 ft.; Listen +1, Spot +1

Languages Common, Dwarven, Goblin, Solamnic

AC 26, touch 9, flat-footed 26

hp 110 (16 HD); DR 5/bludgeoning

Immune cold, electricity, *polymorph*, undead traits

Resist Honor-Bound; SR 29

Fort +11, Ref +4, Will +6

Spd 20 ft. (half plate); base 30 ft.

Melee* +3 *flaming longsword* +20/+15/+10/+5
(1d8+17/19-20 plus 1d6 fire) or

Melee melee touch +22/+17/+12/+7 (1d6+6) or

Ranged +2 *heavy crossbow* +17 (1d10+2/19-20)

* includes adjustments for a 6-point Power Attack

Base Atk +16; Grp +22

Atk Options Cleave, Combat Expertise, Great

Cleave, Improved Disarm, Power Attack

Special Actions battle standard (inspire courage, rally troops;
270 ft.), direct troops (1 round; +2 attack or damage; 30
ft.), inspire courage (4/day; +4 attacks, damage, and saves
vs. charm and fear), rally troops (second save vs. charm
and fear; 30 ft.), rout enemies (+1 morale bonus to Attack
of Opportunity vs. retreating enemies; 30 ft.), strategic
retreat (+2 morale bonus to AC when retreating; 30 ft.)

Abilities Str 22, Dex 8, Con —, Int 13, Wis 13, Cha 14

SQ hard march (+4 to resist exertion), leadership
bonus +5 (leadership score 23)

Feats Cleave^B, Combat Expertise^B, Great Cleave^B, Honor-
Bound, Improved Disarm, Improved Initiative,
Leadership, Negotiator, Power Attack^B, Weapon Focus
(longsword)^B, Weapon Specialization (longsword)

Skills Diplomacy +14, Intimidate +21, Knowledge
(history) +10, Knowledge (nobility & royalty)
+15, Ride +18, Sense Motive +3

Possessions +3 *half plate*, +3 *heavy steel shield*,
+3 *flaming longsword*, +2 *heavy crossbow*
with 20 bolts, *belt of giant strength*

FENALYSTEN (CINDER) CR 26

Male great wurm red dragon

CE Colossal dragon (chaotic, fire)

Init +0; Senses blindsense 60 ft., darkvision 120 ft., keen
senses, low-light vision; Listen +51, Spot +51

Aura frightful presence (DC 38, 360 ft., HD 39 or fewer)

Languages Common, Draconic, Dwarven, Elven,
Estwilde, Goblin, Ignan, Nerakese, Ogre, Solamnic

AC 41, touch 2, flat-footed 41

hp 660 (40 HD); DR 20/magic

Immune chaotic spells and effects, fire, paralysis, *sleep*
SR 32

Fort +32, Ref +22, Will +30

Weakness vulnerable to cold, lawful spells and effects

Spd 40 ft., fly 200 ft. (clumsy); Flyby Attack

Melee* bite +30 (4d8+37) and 2 claws each

+25 (4d6+28) and 2 wings each +24

(2d8+28) and tail slap +24 (4d6+45)

* Includes adjustments for 20-point Power Attack

Base Atk +40; Grp +73

Space 30 ft. Reach 20 ft. (30 ft. with bite)

Atk Options Cleave, Flyby Breath, Great Cleave,
Improved Sunder, Power Attack

Special Actions breath weapon (70-ft. cone 24d10 fire, Reflex
DC 42 half), crush (4d8+25, Reflex DC 40 negates),
tail sweep (40-ft. radius, 2d8+25, Reflex DC 40 half)

Sorcerer Spells Known (CL 19th; +49

melee touch, +32 ranged touch)

9th (4/day)—*meteor swarm* (DC 28),

summon monster IX (chaotic only)

8th (7/day)—*greater shout* (DC 27), *horrid*

wilting (DC 26), *incendiary cloud* (DC 26)

7th (7/day)—*delayed blast fireball* (DC 26), *fire storm* (DC 26), *prismatic spray* (DC 26)
 6th (7/day)—*chain lightning* (DC 25), *disintegrate* (DC 24), *heal*
 5th (7/day)—*dominate person* (DC 23), *stone shape*, *summon monster V*, *teleport*
 4th (8/day)—*bestow curse* (DC 22), *fire shield*, *scrying* (DC 22), *wall of fire*
 3rd (8/day)—*blink*, *fireball* (DC 22), *haste*, *Palin's pyre*† (DC 22)
 2nd (8/day)—*darkness*, *elemental dart*† (DC 20), *flaming sphere* (DC 21), *pyrotechnics* (DC 21), *shatter* (DC 21)
 1st (8/day)—*alarm*, *floating disk*, *identify*, *magic missile*, *ray of enfeeblement* (DC 19)
 0 (6/day)—*arcane mark*, *dancing lights*, *daze* (DC 18), *detect magic*, *flare* (DC 19), *light*, *mage hand*, *read magic*, *resistance*

†Spell from the *DRAGONLANCE Campaign Setting*.

Spell-Like Abilities (CL 19th)

12/day—*locate object*

3/day—*suggestion* (DC 21)

1/day—*find the path* (DC 24), *discern location*.

Abilities Str 45, Dex 10, Con 31, Int 26, Wis 27, Cha 26

Feats Ability Focus (breath weapon), Cleave, Empower

Spell, Enlarge Spell, Flyby Attack, Flyby Breath*,

Great Cleave, Improved Sunder, Maximize Spell,

Persuasive, Power Attack, Spell Focus (Evocation),

Weapon Focus (bite), Weapon Focus (claw)

*New feat from the *DRAGONLANCE Campaign Setting*.

Skills Appraise +40, Bluff +53, Climb +33, Concentration

+53, Diplomacy +16, Escape Artist +43, Gather

Information +24, Hide -16, Intimidate +55, Jump +60,

Knowledge (geography) +51, Listen +51, Search +51,

Sense Motive +51, Spellcraft +29, Spot +51, Survival +26

JORMANGUNDA

CR 15

Female half-ogre sorcerer 5/mystic 5

of Water/mystic theurge 4

CE Medium humanoid (ogre)

Init +0; Senses low-light vision; Listen +2, Spot +2

Languages Common, Estwilde, Ogre

AC 23, touch 11, flat-footed 21

hp* 69 (14 HD)

Fort +7, Ref +3, Will +14

* includes adjustments for *divine power*

Spd 30 ft.

Melee* unarmed strike +20/+15/+10 (1d8+6)

* includes adjustments for *divine power*

Base Atk +14; Grp +20

Special Actions turn fire creatures 5/day (+4, 2d6+7),

rebuke water creatures 5/day (+4, 2d6+7)

Sorcerer Spells Known (CL 9th, +21 melee

touch, +14 ranged touch)

4th (4/day)—*ice storm*, *wall of ice* (DC 17)

3rd (6/day)—*sleet storm*, *lightning bolt*

(DC 16), *vampiric touch*

2nd (7/day)—*bull's strength*, *elemental dart* (cold, DC

14), *flaming sphere* (DC 15), *gust of wind* (DC 15)

1st (7/day)—*chill touch* (DC 13), *magic missile*,

shield†, *shocking grasp*, *true strike*

0 (6/day)—*daze* (DC 12), *detect poison*, *flare* (DC 13),

light, *message*, *ray of frost*, *resistance*, *prestidigitation*

Mystic Spells Known (CL 9th, +21 melee

touch, +14 ranged touch)

4th (4/day)—*control water*^D, *divine power*†, *poison*

3rd (6/day)—*dispel magic*, *locate object*,

water walk, *water breathing*^D

2nd (7/day)—*cure moderate wounds*,

death knell (DC 14), *fog cloud*^D, *lesser*

restoration, *undetectable alignment*

1st (7/day)—*bane* (DC 13), *cause fear* (DC

13), *cure light wounds*, *endure elements*,

entropic shield, *obscuring mist*^D

0 (6/day)—*create water*, *cure minor wounds*,

detect magic, *guidance*, *mending*,

purify food and drink, *resistance*

^D: Domain spell. Domain: Water

Spell-Like Abilities (CL 6th, *minor circlet of blasting*)

1/day—*searing light* (+14 ranged touch, 3d8)

† already cast

Abilities* Str 23, Dex 10, Con 12, Int 10, Wis 15, Cha 15

* includes adjustments for *divine power*

Feats Combat Casting, Improved Unarmed Strike,

Skill Focus (Concentration), Spell Focus

(evocation), Weapon Focus (melee touch)

Skills Concentration +7 (+11 casting defensively),

Knowledge (arcana) +5, Knowledge (religion)

+5, Sense Motive +8, Spellcraft +17

Possessions combat gear plus *minor circlet of*

blasting, *bracers of armor* +5, *monk's belt*

KATJA DOROVA

CR 16

Female civilized human fighter 5/Legion

warrior 8/legendary tactician 3

NG Medium humanoid

Knightly Orders of Ansalon (Legion Warrior prestige class)

Init +0; Senses Listen +2, Spot +2

Languages Common, Draconic,

Estwilde, Nerakese, Solamnic

AC 21, touch 10, flat-footed 21

hp 122 (16 HD)

Resist fire 20 (*ring*)

Fort +17, Ref +8, Will +8 (+12 against

frightful presence of dragons)

Spd 20 ft. (full plate); base 30 ft.

Melee +1 *keen shocking burst greatsword** +16/+11/+6/+1

(2d6+17/17-20 plus 1d6 electricity) or

+1 *shortsword* +20/+15/+10/+5 (1d6+4/19-20)

*includes adjustments for 5-point Power Attack

Base Atk +16; Grp +19

Atk Options favored enemy chromatic dragons +4,

favored enemy goblins +2, improved combat style

(Nerakan), Mounted Combat, Power Attack

Special Actions direct troops, inspire courage

+2 2/day, Legion's oath 2/day

Abilities Str 16, Dex 11, Con 14, Int 12, Wis 10, Cha 15

SQ leadership +20, Legion knowledge +17, reputation +6

Feats Alertness, Endurance^B, Great Cleave^B, Iron

Will, Leadership, Lightning Reflexes, Mounted Combat^B, Power Attack, Resist Dragonfear, Weapon Focus (greatsword)^B, Weapon Specialization (greatsword)^B, Whirlwind Attack^B

Skills Bluff +7, Climb +8, Diplomacy +17, Disguise +2 (+4 to act in character), Gather Information +6, Handle Animal +7, Intimidate +23, Jump +7, Knowledge (arcana) +6, Knowledge (local) +9, Knowledge (nobility & royalty) +3, Listen +2, Ride +8, Sense Motive +13, Sleight of Hand +2, Speak Language (Draconic, Estwilde), Spellcraft +3, Spot +2

Possessions +3 *full plate armor*, +1 *keen shocking burst greatsword*, +1 *shortsword*, *cloak of resistance* +2, *ring of major energy resistance (fire)*

Apprentice (Ex) Katja has the option of taking on an apprentice. Currently, she has none.

Combat Style (Nerakan) (Ex) Katja is treated as having the Great Cleave feat. She loses the benefits of this feat if she does not begin her turn adjacent to an allied character.

Improved Combat Style (Nerakan) (Ex) Katja is treated as having the Whirlwind Attack feat. She loses the benefits of this feat if she does not begin her turn adjacent to an allied character.

Legion Knowledge (Ex) Katja may make a special Legion knowledge check with a +17 bonus to see whether she knows any relevant information about local people, history, far away places, or recent events. She may not take 10 or 20 on this check; this sort of knowledge is essentially random. The DM determines the Difficulty Class of the check similarly to a bardic knowledge check's DC.

Legion's Oath (Ex) Twice a day, Katja may utter a cry of solidarity ("All we have is each other!" or similar) as part of an aid another action. If the aid another action is successful, her ally is allowed another saving throw against any effect that has caused them to become blinded, dazed, exhausted, fatigued, panicked, petrified, shaken, or stunned. Katja's bonus from the aid another action also applies to this new saving throw and to any other saving throws the ally must make against effects that cause those conditions until Katja's next round. If the effect does not normally allow a saving throw, this ability has no effect.

Reputation (Ex) Katja adds a +6 circumstance bonus on Bluff and Diplomacy skill checks when dealing with working-class or poor individuals.

KHARA WARBRINGER

CR 17

Male skeletal warrior nomad human barbarian 11/legendary tactician 5

CN Medium undead

Init +0; Senses darkvision 60 ft.; Listen +18, Spot +2

Languages Common, Estwilde, Ergothian, Goblin; illiteracy

AC 22, touch 13, flat-footed 22; improved uncanny dodge, uncanny dodge

hp 110 (16 HD); DR 2/- and 5/bludgeoning

Immune cold, electricity, *polymorph*, undead traits

SR 29

Fort +15, Ref +8, Will +8

Spd 40 ft.

Melee* +2 *wounding greatsword* +19/+14/+9/+4 (2d6+23/19-20 plus 1 Con damage) or

Melee melee touch +22/+17/+12/+7 (1d6+6)

Ranged mwk composite longbow

+17/+12/+7/+2 (1d8+4/x3)

* includes adjustments for a 6-point Power Attack

Base Atk +16; Grp +22

Atk Options Cleave, Great Cleave, Power Attack

Special Actions direct troops (1 round, +2 attack or damage, 30 ft.), inspire courage (3/day, +3 attacks, damage, and saves vs. charm and fear), rage 3/day (3 rounds), rally troops (second save vs. charm and fear, 30 ft.)

Abilities Str 22, Dex 10, Con —, Int 10, Wis 14, Cha 13

SQ hard march (+4 to resist exertion), leadership bonus +3 (leadership score 20), trap sense +3

Feats Cleave, Great Cleave, Great Fortitude,

Leadership, Lightning Reflexes, Power

Attack, Weapon Focus (greatsword)^B

Skills Diplomacy +13, Intimidate +20, Jump +10,

Listen +18, Ride +17, Sense Motive +7

Possessions +3 *chain shirt*, +2 *wounding greatsword*, mwk composite longbow (+4 Str) with 20 arrows, *ring of protection* +3, *gauntlets of ogre power*, *cloak of resistance* +2

Rage (Ex) When Warbringer rages, his

statistics change as follows:

AC 20, touch 11, flat-footed 20

Fort +15, Will +11

Melee* +2 *wounding greatsword* +21/+16/+11/+6

(2d6+31/19-20 plus 1 Con damage) or

Melee melee touch +24/+19/+14/+9 (1d6+8)

* includes adjustments for an 8-point Power Attack

Abilities Str 28

Skills Jump +12

KIRO DOROVA

CR 16

Male civilized human diviner 6/sylvan mage 10

NG Medium humanoid

Towers of High Sorcery (sylvan mage prestige class),

War of the Lance (Spellcasting Prodigy feat)

Init +2; Senses *detect scrying*, permanent

arcane sight; Listen +4, Spot +0

Languages Common, Draconic, Estwilde,

Goblin, Magius, Solamnic, Sylvan

AC 18, touch 14, flat-footed 16

hp 51 (16 HD)

Immune poison

Resist fire 10 (*ring*)

Fort +7, Ref +6, Will +10 (+14 against fey spell-like abilities)

Spd 30 ft.; woodland stride

Melee +1 *dagger* +9/+4 (1d6+1)

Base Atk +8; Grp +8

Combat Gear +1 *quarterstaff of abjuration* (25 charges remaining), *potion of cure moderate wounds*, *potion of resist energy 20 (acid)*, scroll of *lightning bolt*, scroll of *feeblemind*, scroll of *resist energy 20 (electricity)*,

wand of fireball (CL 9, 20 charges remaining)

Wizard Spells Prepared (CL 11th, +7

melee touch, +9 ranged touch)

6th—*greater heroism, chain lightning* (DC 20)

5th—*cone of cold* (DC 19), *prying eyes, teleport*

4th—*detect scrying**, *ice storm, scrying* (DC 18), *silent suggestion* (DC 17)

3rd—*clairvoyance/clairaudience, deep slumber* (DC 17), *dispel magic, lightning bolt* (DC 17), *silent see invisibility*

2nd—*silent charm person* (DC 15), *detect thoughts, knock, scorching ray, whispering wind*

1st—*detect undead, endure elements, feather fall, sleep* (DC 15), *true strike*

0—*resistance, detect poison, prestidigitation, light*

*Already cast

Prohibited Schools necromancy

Spell-Like Abilities (CL 11th)

3/day—*commune with nature, speak with animals, stone tell, tree stride*

Abilities Str 10, Dex 14, Con 10, Int 19, Wis 11, Cha 16

SQ nature sense, trackless step, sylvan rites (Rite of Beast-speech, Rite of Day, Rite of Life-speech, Rite of the Dryad, Rite of Stone-speech), venom immunity, wild empathy +15 (magical beasts +11)

Feats Brew Potion^B, Combat Casting, Negotiator, Scribe Scroll^B, Self-Sufficient, Silent Spell, Spell Focus (divination), Spellcasting Prodigy^B, Track Skills Concentration +19 (+23 casting defensively), Diplomacy +12, Gather Information +6, Handle Animal +8, Heal +2, Knowledge (arcana) +22, Knowledge (nature) +26, Listen +4, Search +4, Sense Motive +7, Spellcraft +25, Survival +14

Possessions combat gear plus +1 dagger, bracers of armor +4, ring of protection +2, minor ring of fire resistance, holly bough upon which *continual flame* has been cast, Legion starjewel, pouch of spell components, spellbook

Spellbook prepared spells plus: all 0-level spells; 1st—*comprehend languages, feather fall, identify, mage armor, magic weapon, obscuring mist, shield, true strike*; 2nd—*continual flame, fox's cunning, locate object, pyrotechnics, resist energy, web*; 3rd—*arcane sight, fireball, haste, heroism, lightning bolt, suggestion, tongues*; 4th—*locate creature, remove curse, stone shape, wall of ice*; 5th—*break enchantment, contact other plane, hold monster, permanency, sending, telekenesis*; 6th—*legend lore, repulsion, stone to flesh, true seeing*

Nature Sense (Ex) Kiro gains a +2 bonus on Knowledge (nature) and Survival checks.

Spellcasting Prodigy For purposes of determining bonus spells, Kiro's Intelligence score is treated as two points higher.

Sylvan Rites A sylvan mage has supernatural attunement to and understanding of nature and can channel his arcane talent into specific abilities. Each rite lasts 24 hours or for a specified number of uses. Each use of a rite requires 10 minutes of undisturbed preparation in a natural outdoor location. Some rites have specific times of day they must be prepared, and

all require the permanent sacrifice of a spell slot.

Rite of Beast-speech (Sp) Kiro gains *speak with animals* 3/day as a spell-like ability. For purposes of *dispel magic* and other antimagic effects, this ability acts as a 2nd level spell.

Rite of Day (Sp) Kiro gains a +2 inherent bonus to Dexterity and Intelligence for 24 hours. This rite must be prepared at midday. For purposes of *dispel magic* and other antimagic effects, this ability acts as a 3rd level spell.

Rite of Life-speech (Sp) Kiro gains *commune with nature* 3/day as a spell-like ability. For purposes of *dispel magic* and other antimagic effects, this ability acts as a 4th level spell.

Rite of the Dryad (Sp) Kiro gains *tree stride* 3/day as a spell-like ability. For purposes of *dispel magic* and other antimagic effects, this ability acts as a 4th level spell.

Rite of Stone-speech (Sp) Kiro gains *stone tell* 3/day as a spell-like ability. For purposes of *dispel magic* and other antimagic effects, this ability acts as a 5th level spell.

TWO-FACED GROM

CR 18

Male ettin barbarian 5/blackguard 7 of Hiddukel

CE Large giant

Init +5; Senses low-light vision; Listen +10, Spot +10

Aura despair (10 ft., -2 on saves)

Languages Common, empathic link, Giant

AC 29, touch 12, flat-footed 28; improved uncanny dodge, uncanny dodge

hp 213 (22 HD)

Fort +22, Ref +10, Will +11; evasion

Spd 20 ft. (full plate); base 30 ft.

Melee* +2 vicious battleaxe ("Famine") +19/+14/+9/+4 (2d6+16/x3 plus 2d6) and +1 wounding battleaxe ("Despair") +18/+13/+8/+3 (2d6+15/x3 plus 1 Con)

Ranged large javelin +19 (1d8+6)

*includes adjustments for an 8-point Power Attack

Space 10 ft.; Reach 10 ft.

Base Atk +19; Grp +29

Atk Options Cleave, Improved Sunder, Power Attack, smite good 2/day (+2 attack, +7 damage), sneak attack +2d6, Superior Two-Weapon Fighting

Special Actions rage 2/day (9 rounds), rebuke undead 5/day (+2, 2d6+7, 5th)

Blackguard Spells Prepared (CL 7th, +24 melee touch)

3rd—*contagion* (DC 14)

2nd—*darkness*

1st—*corrupt weapon, cure light wounds*

Spell-Like Abilities (CL 7th)

At will—*detect good*

Abilities Str 22, Dex 13, Con 19, Int 8, Wis 13, Cha 14

SQ aura of evil, fiendish servant, poison use, share spells, trap sense +1

Feats Alertness, Cleave, Improved Initiative, Improved Sunder, Iron Will, Leadership, Power Attack, Weapon Focus (battleaxe)

Skills Hide +0, Intimidate +13, Jump +14, Knowledge (religion) +1, Listen +10, Search +1, Spot +10

Possessions +2 moderate fortification full plate, +2 vicious battleaxe "Famine", +1 wounding battleaxe "Despair", 2

large javelins, *ring of evasion*, *ring of protection* +2, *gloves of Dexterity* +4, wolf hides, waterskin, pouch of rancid rations, *medallion of faith* (Hiddukel, but bears Malfesus symbol)

Rage (Ex) When raging, Grom has the following changed statistics:

AC 27, touch 10, flat-footed 26
hp 249

Fort +24, Will +13

Melee* +2 *vicious battleaxe* ("Famine") +21/+16/+11/+6
(2d6+18/x3 plus 2d6) and +1 *wounding battleaxe*
("Despair") +20/+15/+10/+5 (2d6+17/x3 plus 1 Con)

*includes adjustments for an 8-point Power Attack

Ranged large javelin +19 (1d8+8/20)

Grp +21

Abilities Str 24, Con 21

Skills Jump +16

GROM'S FIENDISH RAVEN

CR —

CE Tiny magical beast (augmented animal)

Init +2; Senses darkvision 60 ft.; Listen +3, Spot +5

Languages empathic link, speak with blackguard

AC 19, touch 19, flat-footed 17

hp 33 (4 HD); DR 5/magic

Resist cold 5, fire 5; SR 11

Fort +5, Ref +7, Will +4; improved
evasion, share saving throws

Spd 10 ft., fly 40 ft.

Melee claws +11 (1d2-5)

Space 2 1/2 ft.; Reach 0 ft.

Base Atk +6; Grp -13

Atk Options blood bond (+2 to attacks, saves,
and checks if master is threatened)

Special Actions share spells, smite good 1/
day (+6 damage to good foe)

Abilities Str 4, Dex 16, Con 10, Int 8, Wis 14, Cha 6

Feats Alertness, Stealthy, Weapon Finesse

Skills Hide +5, Listen +8, Move Silently +5, Spot +10

WESMIA GRUNHILT CR 7

Female human rogue 1/bard 5/Legion Scout 1

CG Medium humanoid

Knightly Orders of Ansalon (Legion Scout prestige class)

Init +5; Senses Listen +6, Spot +9

Languages Common, Ergoth, Estwilde, Goblin

AC 14, touch 12, flat-footed 13

hp 28 (7 HD)

Fort +1, Ref +9, Will +7

Spd 30 ft.

Melee mwk rapier +5 (1d6-1/18-20) or

Melee dagger +4 (1d4-1/19-20) or

Ranged light crossbow +4 (1d8/19-20)

Base Atk +3; Grp +2

Atk Options sneak attack +1d6

Special Actions bardic music 5/per day
(countersong, *fascinate* 2 creatures, inspire
competence, inspire courage +1)

Combat Gear *potion of invisibility* (2)

Bard Spells Known (CL 5th, +4 melee
touch, +4 ranged touch)

2nd (2/day)—*animal messenger*, *detect
thoughts* (DC 16), *invisibility* (DC 15)

1st (4/day)—*charm person* (DC 16), *comprehend
languages*, *remove fear* (DC 15), *sleep* (DC 16)

0 (3/day)—*daze* (DC 15), *detect magic*, *flare*
(DC 14), *light*, *lullaby* (DC 15), *message*

Abilities Str 8, Dex 13, Con 10, Int 14, Wis 12, Cha 18

SQ bardic knowledge, Legion knowledge, trapfinding

Feats Improved Initiative, Spell Focus

(enchantment), Track, Weapon Finesse^B

Skills Balance +5, Bluff +13 (+17 when passing self
off as local or commoner), Climb +3, Diplomacy
+17, Disguise +13 (+15 to act in character, +17
when passing self off as local or commoner),
Gather Information +12, Hide +10, Intimidate +6,
Knowledge (nobility and royalty) +4, Listen +6, Move
Silently +6, Perform +13, Search +5, Sense Motive
+10, Sleight of Hand +3, Spot +9, Survival +4

Possessions combat gear plus leather armor, mwk light
crossbow with 20 bolts, mwk rapier, 2 daggers, *cloak of
Charisma* +2, *ring of protection* +1, Legion starjewel

Legion Knowledge (Ex) Wesmia may make a special
Legion knowledge check at +9 to see whether
she knows any relevant information about local
people, history, far away places, or recent events.
She may not take 10 or 20 on this check; this
sort of knowledge is essentially random. The
DM determines the Difficulty Class of the check
similarly to a bardic knowledge check's DC.

MINIONS, MONSTERS, AND MINOR CHARACTERS

ADVANCED CHIMERA

CR 10

CE Huge magical beast

Init +0; Senses darkvision 60 ft., low-light
vision, scent; Listen +12, Spot +12

Languages Draconic

AC 20, touch 8, flat-footed 20

hp 172 (15 HD)

Fort +15, Ref +7, Will +8

Spd 30 ft.; Fly 50 ft. (poor); Hover

Melee* 2 bites each +16 (3d6+13) and gore +16
(3d6+13) and 2 claws each +14 (1d8+9)

* Includes adjustments for 5 point Power Attack

Space 15 ft.; Reach 10 ft.

Base Atk +15; Grp +31

Attack Options Power Attack

Special Actions breath weapon (20 ft. cone,
4d8 fire, DC 20 Reflex half)

Abilities Str 27, Dex 11, Con 22, Int 4, Wis 13, Cha 10

Feats Alertness, Hover, Iron Will, Lightning

Reflexes, Multiattack, Power Attack

Skills Hide -4 (+0 in brush and scrubland),
Listen +12, Spot +12

ADVANCED DESTACHAN

CR 11

NE Huge aberration

Init +4; Senses blindsight 100 ft.; Listen +37, Spot +4

AC 20, touch 9, flat-footed 20
hp 190 (20 HD)
Immune gaze attacks, illusions, visual effects,
any attacks that rely on target's sight
Resist +4 to saves vs. sonic effects
Fort +13, Ref +8, Will +16

Spd 30 ft.
Melee* 2 claws each +15 (1d8+16)
* includes adjustments for an 8-point Power Attack
Space 15 ft.; Reach 10 ft.
Base Atk +15; Grp +31
Atk Options Power Attack
Special Actions destructive harmonics

Abilities Str 26, Dex 10, Con 20, Int 12, Wis 19, Cha 14
Feats Ability Focus (destructive harmonics), Dodge,
Improved Initiative, Lightning Reflexes, Power
Attack, Improved Natural Armor, Great Fortitude
Skills Hide +16, Listen +37, Move Silently +19, Survival +9
Destructive Harmonics (Su) 80 ft. cone or 30 ft.
radius. May choose one of following targets: flesh
(damage 4d6, Reflex DC 17 half), nerves (damage
6d6 nonlethal, Reflex DC 22 half), or material
(must select wood, stone, metal, or glass, objects
with 30 or fewer hp must make Fortitude DC 22
or shatter). The save DCs are Charisma-based.

AUL-MALFESAN MURZA CR 12
Male or female gurik cha'ahl hobgoblin barbarian 11
CE Medium humanoid (goblinoid)
Bestiary of Krynn (Gurik Cha'ahl template)
Init +0; Senses darkvision 60 ft., scent; Listen +15, Spot +1
Languages Camptalk, Common, Goblin

AC 18, touch 12, flat-footed 18; improved
uncanny dodge, uncanny dodge
hp 93 (11 HD); DR 2/-
Fort +9, Ref +3, Will +6

Spd 40 ft.
Melee* +2 greataxe +15/+10/+5 (1d12+17/x3)
* includes adjustments for a 4-point Power Attack
Base Atk +11; Grp +16
Atk Options Cleave, Power Attack, sneak attack +1d6
Special Actions rage 3/day (8 rounds)

Abilities Str 21, Dex 10, Con 15, Int 10, Wis 12, Cha 12
SQ trap sense +3
Feats Cleave, Iron Will, Power Attack,
Weapon Focus (greataxe)
Skills Gather Information +8, Hide +6, Intimidate +14,
Jump +9, Listen +15, Move Silently +6, Sense Motive +8
Possessions +2 *studded leather armor*, +2
greataxe, *ring of protection* +2, dagger

Rage (Ex) When a murza rages, his or her
statistics change as follows:
AC 16, touch 8, flat-footed 16
hp 126 (11 HD); DR 2/-
Fort +12, Ref +10, Will +9
Melee* +2 greataxe +16/+11/+6 (1d12+26/x3)
* includes adjustments for a 6-point Power Attack
Abilities Str 27, Con 21
Skills Jump +11

BOZAK SLAVE BOSS CR 13

Male bozak draconian fighter 8
NE Medium dragon
Init +4; Senses darkvision 60 ft., low-
light vision; Listen +11, Spot +7
Languages Camptalk, Common, Draconic, Nerakese

AC 20, touch 12, flat-footed 20
hp 70 (12 HD); Diehard
Immune disease, paralysis, *sleep*
SR 22
Fort +10, Ref +6, Will +6

Spd 30 ft., glide
Melee +1 *short sword* +17/+12/+7 (1d6+5/17-
20) and claw +9 (1d4+2) or
Melee 2 claws each +14 (1d4+2)
Base Atk +12; Grp +14
Special Actions death throes (10 ft. radius,
1d6, Reflex DC 14 half), Quick Draw
Sorcerer Spells Known (CL 4th, +14 melee
touch, +12 ranged touch)
2nd (3/day)—*detect thoughts* (DC 13)
1st (7/day)—*burning hands* (DC 12),
hold portal, *magic missile*
0 (6/day)—*daze* (DC 11), *flare*, *light*, *mage hand*,
ray of frost, *touch of fatigue* (DC 11)

Abilities Str 14, Dex 10, Con 10, Int 12, Wis 10, Cha 12
SQ draconian traits, inspired by dragons, low metabolism
Feats Combat Casting, Diehard, Endurance, Greater
Weapon Focus (short sword)^B, Improved Critical
(short sword)^B, Improved Initiative, Quick Draw^B,
Skill Focus (Intimidate), Run, Weapon Focus (short
sword)^B, Weapon Specialization (short sword)^B
Skills Bluff +9, Concentration +11 (+15 casting
defensively), Diplomacy +11, Disguise +1 (+3
to act in character), Intimidate +22, Knowledge
(arcana) +9, Listen +11, Search +9, Sleight
of Hand +2, Spellcraft +11, Spot +7
Possessions combat gear plus +1 *short sword*, *ring
of protection* +2, assorted ropes and manacles

CENTAUR ELITE WARRIOR CR 9

Male centaur warrior 7
N large monstrous humanoid
Init +5; Senses darkvision 60 ft.; Listen +4, Spot +11
Languages Common, Elven, Goblin, Sylvan

AC 22, touch 14, flat-footed 17
hp 86 (11 HD)
Fort +9, Ref +11, Will +8

Spd 50 ft.
Melee mwk large longsword +17/+12/+7 (2d6+6/19-20) or
Ranged +1 *large composite longbow*
+16/+11/+6 (2d6+5/x3) or
Ranged +1 *large composite longbow* +14/+14/+9/+4
(2d6+5/x3) with Rapid Shot
Space 10 ft.; Reach 5 ft.
Base Atk +11; Grp +21
Atk Options Point Blank Shot, Precise Shot

Abilities Str 22, Dex 20, Con 17, Int 8, Wis 14, Cha 9
Feats Alertness, Point Blank Shot, Precise Shot, Rapid Shot

Skills Intimidate +6, Listen +4, Spot +11
Possessions combat gear plus +2 *studded leather armor*, mwk large longsword, dagger, +1 *large composite longbow* (+4 Str) with 40 arrows

CENTAUR WARCHIEF

CR 13

Male centaur ranger 9 of Chislev
N Large monstrous humanoid
Init +5; Senses darkvision 60 ft.; Listen +20, Spot +20
Languages Common, Elven, Goblin, Sylvan
AC 23, touch 16, flat-footed 18
hp 73 (13 HD)
Fort +8, Ref +15, Will +9; evasion
Spd 50 ft.; woodland stride
Melee mwk large short sword +17/+12/+7 (1d8+4/19-20)
Ranged +2 *composite longbow* +19/+14/+9 (2d6+6/x3) or
Ranged +2 *composite longbow* +11 (6d6+18/x3) with Manyshot or
Ranged +2 *composite longbow* +17/+17/+12/+7 (2d6+6/x3) with Rapid Shot
Space 10 ft.; Reach 5 ft.
Base Atk +13; Grp +21
Atk Options Far Shot, favored enemy goblinoids +4, favored enemy dragons +2, improved combat style (archery), Point Blank Shot, Precise Shot
Combat Gear *potion of cure light wounds* (2)
Ranger Spells Prepared (CL 5th, +17 melee touch, +18 ranged touch)
2nd—*cat's grace*
1st—*detect snares and pits*, *pass without trace*
Abilities Str 18, Dex 20, Con 12, Int 10, Wis 15, Cha 14
SQ animal companion (owl), swift tracker, wild empathy +2 (magical beasts -2)
Feats Alertness, Endurance^B, Far Shot, Leadership, Manyshot^B, Point Blank Shot, Precise Shot, Rapid Shot^B, Track^B
Skills Heal +6, Hide +6, Knowledge (nature) +7, Jump +12, Listen +20, Move Silently +14, Search +4, Spot +20, Survival +11 (+13 in above ground natural environments)
Possessions combat gear plus mwk large short sword, +2 *large composite longbow* (+4 Str) with 40 arrows, *bracers of armor* +4, *ring of protection* +2

ELITE BOZAK SPELLGUARD

CR 10

Male bozak draconian sorcerer 2/fighter 3
LE Medium dragon
Init -1; Senses darkvision 60 ft., low-light vision; Listen +10, Spot +10
Languages Common, Draconic, Nerakese
AC 20, touch 10, flat-footed 20
hp 56 (9 HD)
Immune disease, paralysis, *sleep*
SR 19
Fort +8, Ref +5, Will +9
Spd 30 ft.; glide, Run
Melee* +2 *longsword* (two-handed) +11/+6 (1d8+14/19-20) or
Melee* 2 claws +9 each (1d4+7) or
Ranged +1 *composite longbow* +8/+3 (1d8+4/x3)

* includes adjustments for a 3-point Power Attack

Base Atk +8; Grp +12

Atk Options Improved Bull Rush, Power Attack

Special Actions death throes (10 ft. radius, 1d6, DC 15 Reflex half)

Combat Gear *potion of cure moderate wounds*

Sorcerer Spells Known (CL 6th, +12

melee touch, +8 ranged touch)

3rd (4/day)—*fireball* (DC 17)

2nd (6/day)—*shatter* (DC 16), *web* (DC 15)

1st (7/day)—*burning hands* (DC 15), *magic missile*, *cause fear* (DC 14), *ray of enfeeblement*

0 (6/day)—*acid splash*, *daze* (DC 13), *disrupt undead*, *flare* (DC 14), *message*, *open/close*, *touch of fatigue* (DC 13)

Abilities Str 18, Dex 10, Con 13, Int 12, Wis 12, Cha 16

SQ inspired by dragons, low metabolism

Feats Alertness, Combat Casting, Eschew

Materials, Improved Bull Rush^B, Power

Attack^B, Run^B, Spell Focus (evocation)

Skills Climb +7, Concentration +11 (+15

casting defensively), Intimidate +13, Jump

+5, Knowledge (arcana) +10, Listen +10,

Search +8, Spellcraft +10, Spot +10

Possessions combat gear plus +2 *composite longbow* (+3

Str) with 20 arrows, +1 *longsword*, *bracers of armor* +2

GOBLIN MOB

CR 8

NE Gargantuan humanoid (goblinoid) (mob of Small humanoids [goblinoids])

Init +0; Senses darkvision 60 ft.; Listen +2, Spot +2

Languages Common, Goblin

AC 8, touch 8, flat-footed 7

hp 135 (30 HD)

Fort +18, Ref +10, Will +8

Spd 20 ft.

Melee mob (5d6)

Space 20 ft.; Reach 0 ft.

Base Atk +22; Grp +34

Atk Options expert grappler, Improved Bull Rush,

Improved Overrun, trample 2d6 (Reflex DC 25 half)

Abilities Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6

SQ mob anatomy, mob traits

Feats Alertness, Improved Bull Rush^B, Improved Overrun^B

Skills Listen +2, Spot +2

HALF-FIEND ROPER

CR 14

NE Large outsider

Init +7; Senses darkvision 60 ft., low-

light vision; Listen +13, Spot +13

AC 27, touch 12, flat-footed 24

hp 85 (10 HD); DR 5/magic

Immune electricity, poison

Resist acid 10, cold 10, electricity 10, fire 10; SR 30

Fort +11, Ref +10, Will +8

Spd 10 ft., fly 10 ft. (average)

Melee bite +15 (2d6+8) and 2 claws each +10 (1d6+3) and

6 strands each +11 ranged touch (drag 10 ft per round,

DC 25 Escape Artist or DC 21 Strength check negates)

Space 10 ft.; Reach 10 ft. (50 ft. strand)

Base Atk +10; Grp +20

Atk Options drag, strands, smite good 1/
day (+20 damage), weakness

Spell-Like Abilities (CL 10th, +15 melee touch)
3/day—*darkness*, *poison* (DC 16)
1/day—*contagion* (DC 15), *desecrate*,
unholy blight (DC 16)

Abilities Str 23, Dex 17, Con 19, Int 16, Wis 16, Cha 14

Feats Alertness, Improved Initiative, Iron
Will, Weapon Focus (strand)

Skills Climb +16, Hide +14, Intimidate +15, Knowledge
(the planes) +16, Listen +13, Move Silently +16,
Sense Motive +16, Spot +13, Survival +16

Strands (Ex) Most encounters with a roper begin
when it fires strong, sticky strands. The creature
can have up to six strands at once, and they can
strike up to 50 feet away (no range increment).
If a strand is severed, the roper can produce a
new one on its next turn as a free action.

Weakness (Ex) A roper's strands can sap an opponent's
strength. Anyone grabbed by a strand must succeed
on a DC 19 Fortitude save or take 2d8 points of
Strength damage. The save DC is Constitution-based.

HOBGOBLIN MOB

CR 8

LE Gargantuan humanoid (goblinoid) (mob)

of Medium humanoids [goblinoids])

Init +0; Senses darkvision 60 ft.; Listen +2, Spot +2

Languages Common, Goblin

AC 7, touch 7, flat-footed 6

hp 150 (30 HD)

Fort +18, Ref +9, Will +8

Spd 20 ft.

Melee mob (5d6)

Space 20 ft.; Reach 0 ft.

Base Atk +23; Grp +35

Atk Options expert grapppler, Improved Bull Rush,
Improved Overrun, trample 2d6+1 (Reflex DC 25 half)

Abilities Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8

SQ mob anatomy, mob traits

Feats Alertness, Improved Bull Rush^B, Improved Overrun^B

Skills Hide +4, Listen +2, Move Silently +4, Spot +2

KAPAK SLAVER

CR 12

Male kapak draconian rogue 4/fighter 4

LE Medium dragon

Init +2; Senses darkvision 60 ft., low-
light vision; Listen +10, Spot +10

Languages Camptalk, Nerakese

AC 17, touch 12, flat-footed 15; Dodge,

Mobility, uncanny dodge

hp 65 (10 HD)

MOBS

MOBs are similar to swarms, although they are composed of larger creatures. The mob template was first detailed in *Dungeon Master's Guide II* (Wizards of the Coast, 2006); the pertinent details are provided below for the mobs that appear in this adventure.

Expert Grapppler (Ex) A mob can maintain a grapple without penalty and still make attacks against other targets normally. A mob is never considered flat-footed while grappling.

Mob Anatomy (Ex) A mob has no clear front or back, and no discernable anatomy, so it is not subject to critical hits or sneak attacks. A mob cannot be flanked, tripped, grappled, or bull rushed. Each specific creature that is slain, disabled, or otherwise incapacitated by spells or effects that target specific creatures bestows two negative levels on the mob. A mob that gains 30 negative levels breaks up as if reduced to 0 hit points. Negative levels gained in this manner are not the result of negative energy (and thus cannot be blocked by *death ward* or removed by *restoration*), but they never result in permanent level loss. A mob takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells. A mob can occupy the same space as a creature, since it tramples over and moves around its victims. It can move through squares occupied by

enemies and vice versa without impediment, although a mob provokes an attack of opportunity if it does so. A mob can move through openings large enough for its component creatures.

Mob Traits A mob is treated as a single entity similar to a swarm, save that it is made up of larger creatures. A mob reduced to 0 hit points breaks up, although damage taken until this point does not degrade its ability to attack or resist attack. Mobs don't make normal attacks. To make an attack, it moves into the target creature's space (which provokes an attack of opportunity). Any creature in the spaces occupied by the mob at the end of its movement takes 5d6 bludgeoning damage with no attack roll needed. A mob can move through squares occupied by enemies, and vice versa, without impediment and can move through any opening large enough for its component creatures. Cover and concealment are ignored. Mob attacks ignore concealment and cover. Damage reduction applies to mob attacks. A mob that simply moves over a creature, and doesn't end its movement with that creature in one of its occupied squares, can trample the creature. The trampled creature takes 2d6 points of damage. The victim can either make an attack of opportunity against the mob or make a Reflex save (DC 25 plus mob's Strength modifier) to take half damage.

Immune disease, paralysis, *sleep*

SR 19

Fort +10, Ref +12, Will +3; evasion

Spd 30 ft., glide

Melee mwk short sword +13/+8 (1d6/19-20) or

Melee sap +11/+6 (1d6 nonlethal) or

Melee bite +11/+6 (1d4 plus 1d6 poison) or

Ranged light crossbow +11 (1d8/19-20)

Base Atk +9; Grp +9

Atk Options poison (contact, 1d6 Dex/paralysis 2d6 minutes, DC 12 Fort negates), sneak attack +3d6

Special Actions death throes (5 ft. radius, 1d6 acid)

Abilities Str 11, Dex 14, Con 13, Int 8, Wis 8, Cha 11

SQ inspired by dragons, low metabolism,

trap sense +1, trapfinding

Feats Alertness, Dodge^B, Lightning Reflexes,

Mobility^B, Run, Toughness, Weapon Finesse

^B, Weapon Focus (short sword)

Skills Hide +11, Intimidate +4, Listen +10, Move

Silently +19, Search +8, Sense Motive +8, Spot +10

Possessions combat gear plus studded leather armor,

mwk short sword, sap, light crossbow with 10 bolts

KESET Malfesa Hobgoblin

CR 9

Male hobgoblin cleric 9 of Hiddukel

CE Medium humanoid (goblinoid)

Init +4; Senses darkvision 60 ft.; Listen +2, Spot +2

Languages Common, Goblin

AC 15, touch 10, flat-footed 15

hp 54 (9 HD)

Fort +9, Ref +3, Will +8

Spd 20 ft. (breastplate); base 30 ft.

Melee +1 anarchic dagger +9/+4 (1d4+2/19-20)

Ranged mwk light crossbow +7 (1d8/19-20)

Base Atk +6; Grp +7

Combat Gear *potion of cure light wounds* (2), *potion of haste*

Special Actions rebuke undead 3/day (+0, 2d6+9),

spontaneous casting (*inflict spells*)

Cleric Spells Prepared (CL 9th, +7 melee

touch, +6 ranged touch)

5th—*slay living* (DC 17), *dispel law*^{CD} (CL 10th, DC 17)

4th—*confusion*^D (DC 16), *poison*, *sending*

3rd—*bestow curse* (DC 15), *blindness/deafness* (DC

15), *magic circle against law*^{CD} (CL 10th), *prayer*

2nd—*bull's strength* (2), *cure moderate wounds*, *hold person*

(DC 14), *invisibility*^D, *resist energy*, *spiritual weapon*

1st—*bane* (DC 13), *bless*, *cause fear* (DC 13),

command (DC 13), *disguise self*^D, *entropic shield*

0—*cure minor wounds*, *guidance*, *light*, *mending*,

purify food and drink, *resistance*

^C: Chaos spell. ^D: Domain spell. Domains: Chaos, Trickery

Abilities Str 13, Dex 10, Con 12, Int 10, Wis 15, Cha 10

SQ aura of chaos, aura of evil

Feats Combat Casting, Great Fortitude, Improved

Initiative, Weapon Focus (dagger)

Skills Bluff +6, Concentration 7 (+11 casting

defensively), Diplomacy +2, Disguise +0 (+2

to act in character), Intimidate +2, Knowledge

(religion) +6, Sleight of Hand +2, Spellcraft +6

Possessions combat gear plus +1 *breastplate*, +1 *anarchic*

dagger, mwk light crossbow with 10 bolts

Malfesa Bugbear Soldier

CR 11

Male or female gurik cha'ahl bugbear fighter 4/rogue4

CE Medium humanoid (goblinoid)

Bestiary of Krynn (Gurik Cha'ahl template)

Init +1; Senses darkvision 60 ft., scent;

Listen +10, Spot +10

Languages Common, Goblin

AC 19, touch 12, flat-footed 18; uncanny dodge

hp 77 (11 HD)

Fort +9, Ref +9, Will +4; evasion

Spd 30 ft.

Melee* mwk morningstar +13/+8 (1d8+10/19-20)

Ranged mwk javelin +11 (1d6+5)

* includes adjustments for a 3-point Power Attack

Base Atk +9; Grp +14

Atk Options Cleave, Improved Bull Rush,

Power Attack, sneak attack +3d6

Abilities Str 20, Dex 12, Con 16, Int 10, Wis 10, Cha 7

SQ trap sense +1, trapfinding

Feats Alertness^B, Cleave^B, Improved Bull Rush, Improved

Critical (morningstar), Power Attack^B, Stubborn,

Toughness, Weapon Focus (morningstar)^B,

Weapon Specialization (morningstar)^B

Skills Climb +7, Hide +16, Intimidate +10, Jump

+9, Listen +10, Move Silently +18, Spot +10

Possessions mwk studded leather, mwk morningstar,

mwk javelin, *ring of protection* +1

Malfesa Athach

CR 10

Male or female athach barbarian 2

CN Huge aberration

Init +1; Senses darkvision 60 ft.; Listen +9, Spot +8

Languages Common, Giant

AC 20, touch 9, flat-footed 19; uncanny dodge

hp 156 (16 HD)

Fort +12, Ref +5, Will +10

Spd 30 ft. (hide armor); base 40 ft.

Melee* huge morningstar +14/+9/+4 (3d6+12) or

Melee* huge morningstar +12/+7/+2 (3d6+12)

and 2 huge morningstars +12 (3d6+8)

and bite +9 (2d8+8 plus poison)

* includes adjustments for a 4-point Power Attack

Space 15 ft.; Reach 15 ft.

Base Atk +12; Grp +28

Atk Options Cleave, Improved Bull Rush, poison (injury,

1d6 Str/2d6 Str, DC 22 Fort negates), Power Attack

Special Actions rage 1/day (10 rounds)

Abilities Str 27, Dex 13, Con 21, Int 7, Wis 12, Cha 6

Feats Alertness, Cleave, Improved Bull Rush, Multiweapon

Fighting, Power Attack, Weapon Focus (bite)

Skills Climb +9, Jump +18, Listen +9, Spot +8

Possessions hide armor, 3 huge morningstars

Rage (Ex) When the Malfesa athach rages,

his statistics change as follows:

AC 18, touch 7, flat-footed 17

hp 184

Fort +14, Ref +5, Will +12
Melee* huge morningstar +16/+11/+6 (3d6+16) or
Melee* huge morningstar +14/+9/+4 (3d6+16)
and 2 huge morningstars each +14 (3d6+12)
and bite +9 (2d8+12 plus poison)
* includes adjustments for a 6-point Power Attack
Abilities Str 31, Con 25
Skills Climb +11, Jump +20

MALFESAN HOBGOBLIN BERSERK CR 9

Male or female gurik cha'ahl barbarian 8
CE Medium humanoid (goblinoid)
Bestiary of Krynn (Gurik Cha'ahl template)
Init +1; Senses darkvision 60 ft., scent; Listen +10, Spot -1
Languages Common, Goblin
AC 16, touch 10, flat-footed 15; improved
uncanny dodge, uncanny dodge
hp 96 (8 HD); DR 1/-
Fort +13, Ref +4, Will +4
Spd 30 ft. (breastplate); base 40 ft.
Melee* mwk falchion +11/6 (2d4+13/18-20) or
Ranged mwk spear +10 (1d8+5/x3)
* Includes adjustments for a 3-point Power Attack
Base Atk +8; Grp +13
Atk Options Cleave, Improved Bull Rush,
Power Attack, sneak attack +1d6
Special Actions rage 3/day (9 rounds)
Abilities Str 21, Dex 13, Con 22, Int 10, Wis 9, Cha 6
SQ trap sense +2
Feats Cleave, Improved Bull Rush, Power Attack
Skills Hide +3, Intimidate +9, Jump +15, Listen
+10, Move Silently +7, Survival +10
Possessions *mwk breastplate, mwk falchion, mwk*
spear, ring of protection +1, cloak of resistance +1
Rage (Ex) The above Malfesan hobgoblin
berserker is enraged. If not enraged, the
following adjustments are made:
AC 18, touch 12, flat-footed 17
hp 80 (8 HD)
Fort +11, Will +2
Melee mwk falchion +12/+7 (2d4+5/18-20)
Abilities Str 17, Con 18
Skills Jump +11

MALFESAN HOBGOBLIN SCOUT CR 9

Male or female gurik cha'ahl hobgoblin rogue 8
CE Medium Humanoid (goblinoid)
Bestiary of Krynn (Gurik Cha'ahl template)
Init +2; Senses darkvision 60 ft., scent;
Listen +11, Spot +11
Languages Common, Goblin
AC 16, touch 12, flat-footed 14; Dodge, improved
uncanny dodge, Mobility, uncanny dodge
hp 52 (8 HD)
Fort +6, Ref +9, Will +2; evasion
Spd 30 ft.
Melee mwk scimitar +11/+6 (1d6+3/18-20) or
Ranged mwk shortbow +9/+4 (1d6)
Base Atk +6; Grp +9

Atk Options sneak attack +5d6

Abilities Str 17, Dex 14, Con 16, Int 10, Wis 9, Cha 6
SQ trap sense +2, trapfinding
Feats Dodge, Mobility, Weapon Focus (scimitar)
Skills Balance +15, Climb +14, Hide +19, Jump +16,
Listen +11, Move Silently +23, Spot +11, Tumble +15
Possession mwk studded leather armor, mwk scimitar,
mwk shortbow with 20 arrows, *cloak of resistance +1*

MEDUSA CLERIC CR 13

Female medusa cleric 6 of Hiddukel
CE Medium monstrous humanoid
Init +7; Senses darkvision 60 ft.; Listen +4, Spot +12
Languages Common, Draconic, Infernal
AC 21, touch 13, flat-footed 18
hp 67 (12 HD)
Fort +8, Ref +10, Will +12
Spd 30 ft.
Melee +1 *unholy dagger* +15/+10 (1d4+1/19-
20) and snakes +8 (1d4 plus poison)
Melee snakes +13 (1d4 plus poison) or
Ranged mwk light crossbow +14 (1d8/19-20)
Base Atk +10; Grp +10
Atk Options poison (DC 14, 1d6 Str/2d6 Str),
treacherous sneak attack +3d6 1/day
Special Actions petrifying gaze (turn to stone permanently,
30 ft., DC 15 Fort negates), rebuke undead 5/day
(+6, 2d6+8), spontaneous casting (*inflict spells*)
Cleric Spells Prepared (CL 6th, +13 melee
touch, +13 ranged touch)
3rd—*bestow curse* (DC 15), *dispel magic, nondetection*^D
2nd—*cure moderate wounds, darkness, eagle's*
splendor^D, *hold person* (DC 14), *silence*
1st—*bane* (DC 13), *cause fear* (DC 13), *divine favor,*
doom (DC 13), *undetectable alignment*^D
0—*cure minor wounds* (2), *light, mending, guidance*
^D: Domain spell. Domains: Treachery, Trickery
Abilities Str 10, Dex 16, Con 12, Int 12, Wis 14, Cha 15
SQ aura of evil
Feats Alertness, Combat Casting, Improved Initiative,
Weapon Finesse, Weapon Focus (dagger)
Skills Bluff +11, Concentration +1 (+5 casting defensively),
Diplomacy +8, Disguise +11 (+13 to act in character),
Intimidate +14, Knowledge (religion) +7, Listen +4, Move
Silently +10, Sleight of Hand +5, Spellcraft +7, Spot +12
Possessions +1 *chain shirt*, +1 *unholy dagger,*
mwk light crossbow with 10 bolts, *medallion*
of faith, 100 stl diamond dust

Treacherous Sneak Attack Once per day, the medusa may
deal +3d6 additional damage in a single melee attack
against a flat-footed opponent. The medusa must
declare she is using the ability before making the attack;
if the attack misses, the use is wasted for the day.

SHADOW WIGHT CR 8

CE Medium undead (incorporeal)
Bestiary of Krynn
Init +7; Senses darkvision 60 ft.; Listen +12, Spot +12
Aura unnatural aura

Languages telepathy 100 ft.

AC 18, touch 18, flat-footed 15

hp 39 (6 HD); DR 10/magic or lawful

Immune undead immunities

Resist turn resistance +4; SR 17

Fort +2, Ref +5, Will +6

Weakness blessed weapons, firelight powerlessness,
fire vulnerability, holy water

Spd 30 ft., fly 50ft.

Melee incorporeal touch +7 (1d8 Charisma)

Base Atk +3

Atk Options charisma damage, despairing visage

Special Actions oblivion

Abilities Str —, Dex 17, Con —, Int 14, Wis 13, Cha 21

SQ incorporeal traits

Feats Alertness, Improved Initiative, Weapon

Focus (incorporeal touch)

Skills Hide +12, Intimidate +14, Listen +12,

Search +14, Sense Motive +10, Spot +12

Charisma Damage (Su) The touch of a shadow
wight deals 1d8 points of Charisma damage to
a living foe. A creature reduced to 0 Charisma
by a shadow wight is subject to the oblivion
ability. This is a negative energy effect.

Despairing Visage (Su) A shadow wight can unnerve an
opponent and cast him into doubt by looking into
his eyes. The victim of the shadow wight's despairing
visage ability sees the shadow wight appear as himself;
it tells the victim words to send him into a crippling
depression. This is similar to a gaze attack except that
the shadow wight must use a standard action, and those
merely looking at it are not affected. Anyone the shadow
wight targets must succeed on a DC 18 Will save or be
reduced to cowering. On a successful saving throw, the
target is still shaken. This is a mind-affecting fear effect.

Firelight Powerlessness (Su) Shadow wights are powerless
within the radius of bright illumination of any open
source of flame and flee from it. A shadow wight caught
in the illumination provided by fire cannot attack and
can take only a single move or attack action in a round.

Oblivion (Su) An opponent who has his Charisma reduced
to 0 by a shadow wight vanishes, leaving only his
clothing and possessions. All memory of him similarly
vanishes from the minds of those who knew of or met
him as if he had never existed. He may not be raised,
resurrected, or otherwise restored, even with a *wish*.

Unnatural Aura (Su) Animals, whether wild or
domesticated, can sense the unnatural presence
of a shadow wight at a distance of 30 feet.
They will not willingly approach nearer and
panic if forced to do so; they remain panicked
for as long as they are within range.

Weaknesses Any character who is the subject of a *bless* spell
or whose weapon has been the target of a *bless weapon*
spell automatically scores a critical threat on a shadow
wight if he hits, regardless of the weapon's threat range;
the critical multiplier of the weapon improves by one.
Aligned weapons are also considered blessed weapons
for these purposes, as shadow wights are extensions of

Chaos' will and are thus anathema to all of the gods.

In addition, holy water deals twice as many points of
damage to a shadow wight as it does to standard undead

Sikk'et Hul Freedom Fighter CR 5

Male or female goblin fighter 6

N Small humanoid (goblinoid)

Init +5; Senses darkvision 60 ft.; Listen +1, Spot +1

Languages Common, Goblin

AC 18, touch 12, flat-footed 17

hp 39 (6 HD)

Fort +6, Ref +3, Will +1

Spd 30 ft.

Melee mwk small longsword +10/+5 (1d6+3/19-20)

Ranged mwk small longbow +9/+4 (1d6/x3)

Base Atk +6; Grp +3

Atk Options Point Blank Shot, Precise Shot

Combat Gear *potion of cure light wounds*

Abilities Str 13, Dex 13, Con 12, Int 10, Wis 9, Cha 8

Feats Alertness, Endurance, Improved Initiative,
Point Blank Shot^B, Precise Shot^B, Weapon Focus
(longsword)^B, Weapon Specialization (longsword)^B
Skills Climb +8, Hide +3, Jump +8, Move Silently +3, Ride +5
Possessions combat gear plus mwk chain shirt, mwk
heavy wooden shield, mwk small longsword,
mwk small longbow with 20 arrows

Sivak Thug CR 11

Male or female sivak draconian barbarian 5

NE Large dragon

Init +4; Senses darkvision 60 ft., low-light
vision; Listen +14, Spot +0; special

Languages Campstalk, Common, Nerakese

AC 19, touch 9, flat-footed 19; improved uncanny dodge

hp 94 (11 HD)

Immune disease, paralysis, *sleep*

SR 21

Fort +11, Ref +6, Will +6

Spd 40 ft., fly 60 ft. (poor), glide

Melee* mwk heavy flail +12/+7/+2 (2d8+10/19-
20) and bite +10 (1d8+6) or

Melee* bite +10 (1d8+6) and 2 claws each
+8 (1d6+4) and tail +8 (2d4+7)

* includes adjustments for a 3-point Power Attack

Space 10 ft.; Reach 10 ft.

Base Atk +11; Grp +18

Atk Options Power Attack, trip (tail only)

Special Actions death throes (10 ft. radius, 2d4 fire, DC
17 reflex half), rage 2/day (7 rounds), shapeshift

Abilities Str 16, Dex 10, Con 15, Int 10, Wis 10, Cha 10

SQ draconian traits, inspired by dragons,
low metabolism, trap sense +1

Feats Improved Initiative, Multiattack, Power
Attack, Run, Weapon Focus (heavy flail)

Skills Bluff +5, Climb +11, Diplomacy +6,
Disguise +5, Gather Information +4, Jump
+15, Intimidate +14, Listen +14

Possessions combat gear plus +2 *chain
shirt*, mwk large heavy flail

Rage (Ex) When the sivak thug rages, his statistics change as follows:
 AC 17, touch 7, flat-footed 17
 hp 116
 Fort +13, Ref +6, Will +8
 Melee* mwk heavy flail +14/+9/+4 (2d8+13/19-20) and bite +15 (1d8+5) or
 Melee bite +15 (1d8+5) and 2 claws each +13 (1d6+2) and tail +13(2d4+5)
 * includes adjustments for a 3-point Power Attack
 Abilities Str 20, Con 19
 Skills Climb +12, Jump +17

THROTL LEIONNAIRES CR 6

Male or female civilized human rogue 3/fighter 3
 LG Medium humanoid
 Init +2; Senses Listen +3, Spot +3
 Languages Common, Estwilde
 AC 16, touch 12, flat-footed 14
 hp 35 (6 HD); Diehard
 Fort +6, Ref +7, Will +2; evasion
 Spd 30 ft.

Melee mwk greatsword +8 (2d6+3/19-20)
 Ranged +1 *composite longbow* +9 (1d8+3/x3) or
 Ranged +1 *composite longbow* +7/+7 (1d8+3/x3) with Rapid Shot

Base Atk +5; Grp +7
 Atk Options Power Attack, sneak attack +2d6
 Combat Gear *potion of cure moderate wounds*, *elixir of hiding*, *elixir of sneaking*, *potion of invisibility*, *tanglefoot bag* (2)

Abilities Str 14, Dex 15, Con 12, Int 14, Wis 8, Cha 10
 SQ trapfinding, trap sense +1
 Feats Diehard^B, Endurance, Point Blank Shot^B, Power Attack, Rapid Shot, Weapon Focus (longbow)^B
 Skills Balance +3, Bluff +5, Climb +6, Diplomacy +8, Disguise +0 (+2 to act in character), Gather Information +11, Hide +10, Intimidate +7, Jump +8, Knowledge (local) +7, Knowledge (nobility and royalty) +4, Listen +3, Move Silently +10, Search +6, Sleight of Hand +4, Spot +3, Tumble +12

Possessions combat gear plus mwk chain shirt, mwk greatsword, +1 *composite longbow* (+2 Str) with 50 arrows, *cloak of resistance* +1, backpack, rations, flint & steel, other assorted survival gear

CHAPTER THREE: THE LIBERATION OF BASTION

LEADERS AND PERSONALITIES

BATTLE-DANCER ZIRIC CR 16

Male xill monk 6/sorcerer 4
 LE Medium outsider (extraplanar)
 Init +11*; Senses darkvision 60 ft.; Listen +11, Spot +11
 Languages Infernal
 * includes *cat's grace*

AC* 35, touch 24, flat-footed 28
 hp 119 (15 HD)
 Immune nonmagical diseases
 SR 21
 Fort +12, Ref* +17, Will +16; evasion, still mind
 * includes *cat's grace*

Spd 60 ft.
 Melee unarmed strike +16/+11/+6 (1d10+3) and 3 +2 *kamas* each +18/+13 (1d6+3) or
 Melee unarmed strike +15/+15/+9/+4 (1d10+3) and 3 +2 *kamas* each +17/+12 (1d6+3) with flurry of blows
 Base Atk +11; Grp +14

Atk Options Combat Reflexes, flurry of blows, Improved Trip, improved grab, Improved Multiweapon Fighting, Improved Unarmed Strike, *ki* strike (magic), Multiattack, paralysis (DC 14), Stunning Fist (9/day, DC 21), Weapon Finesse

Special Actions Deflect Arrows, implant, planewalk

Sorcerer Spells Known (CL 4th, +16 melee

touch, +16 ranged touch)

2nd (4/day)—*cat's grace**

1st (7/day)—*expeditious retreat*, *floating disk*, *ray of enfeeblement*

0 (6/day)—*acid splash*, *daze* (DC 12), *flare*, *mage hand*, *resistance*, *touch of fatigue*

* already cast

Abilities Str 17, Dex 24*, Con 14, Int 12, Wis 16, Cha 14
 SQ slow fall 30 ft.

Feats Combat Casting, Combat Reflexes, Deflect Arrows^B, Improved Initiative, Improved Multiweapon Fighting, Improved Trip^B, Improved Unarmed Strike^B, Multiattack^B, Multiweapon Fighting, Stunning Fist^B, Weapon Finesse
 Skills Balance +23*, Climb +17, Concentration +12

(+16 casting defensively), Diplomacy +4, Escape Artist +15*, Intimidate +10, Jump +15, Listen +11, Move Silently +21*, Sense Motive +13, Spellcraft +5, Spot +11, Tumble +23*, Use Rope +7

* includes *cat's grace*

Possessions combat gear plus +2 *kamas* (3), *monk's belt*, *bracers of armor* +4, *ring of force shield*

ICHEBELYA CR 18

Female eldritch emissary lillend bard 9

CN Large construct (chaotic)

Towers of High Sorcery (Eldritch Emissary template)

Init +6*; Senses darkvision 60 ft.; Listen +24, Spot +15

Languages Auran, Common, Draconic, Magius

* includes *cat's grace*

AC* 32, touch 18, flat-footed 26

hp 104 (16 HD)

Immune poison

Resist fire 10

Fort +8, Ref +19*, Will +16

Weakness antimagic vulnerability

* includes *cat's grace*

Spd 20 ft.; fly 70 ft. (average)

Melee tail slap +17 (2d6+5) or

Ranged* +4 *large seeking composite longbow* +22/+17/+12 (2d6+9/x3) or

Ranged* +4 *large seeking composite longbow* +16 (3 times 2d6+9/x3) with Manyshot (3 arrows) or **Ranged*** +4 *large seeking composite longbow* +20/+20/+15/+10 (2d6+9/x3) with Rapid Shot
Space 10 ft.; **Reach** 10 ft.
Base Atk +13; **Grp** +22
Atk Options constrict (2d6+5), improved grab, Manyshot, Point Blank Shot, Rapid Shot
Special Actions bardic music (countersong, *fascinate*, inspire courage +2, inspire competence, inspire greatness, *suggestion* [DC19])
Bard Spells Known (CL 15th, +18 melee touch, +19 ranged touch)
 5th (3/day)—*mind fog* (DC 22), *shadow evocation* (DC 22), *song of discord* (DC 22)
 4th (4/day)—*break enchantment*, *dimension door*, *dominate person* (DC 21), *shout* (DC 21)
 3rd (4/day)—*crushing despair* (DC 20), *displacement*, *fear* (DC 20), *slow* (DC 20)
 2nd (4/day)—*blindness/deafness* (DC 19), *cat's grace†*, *hold person* (DC 19), *shatter* (DC 19)
 1st (6/day)—*cause fear* (DC 18), *hypnotism* (DC 18), *silent image* (DC 18), *ventriloquism* (DC 18)
 0 (4/day)—*daze* (DC 17), *flare* (DC 17), *mage hand*, *open/close*, *resistance*
 † already cast
Domain Spells (CL 16th, travel)
 1/day—*dimension door*, *find the path*, *fly*, *greater teleport*, *longstrider*, *locate object*, *phase door*, *teleport*
Spell-Like Abilities (CL 19th)
 16 rounds/day—*freedom of movement*
 3/day—*darkness*, *hallucinatory terrain* (DC 21), *knock*, *light*
 1/day—*charm person* (DC 18), *speak with animals*, *speak with plants*
 * includes *cat's grace*

Abilities Str 20, Dex 23*, Con —, Int 16, Wis 20, Cha 24
SQ bardic knowledge +11
Feats Combat Casting, Extend Spell, Lightning Reflexes, Manyshot, Point Blank Shot, Rapid Shot
Skills Appraise +13, Bluff +16, Concentration +19 (+23 casting defensively), Diplomacy +30, Disguise +7 (+9 to act in character), Knowledge (arcana) +22, Listen +24, Perform (oratory) +26, Sense Motive +24, Sleight of Hand +8, Spellcraft +24, Spot +15, Survival +19
Possessions +4 *large seeking composite longbow* with 30 arrows, *bracers of armor* +5, *ring of protection* +3
 * includes effects of *cat's grace*

Antimagic Vulnerability (Su) Because an eldritch emissary is a magical projection of a place of power, she is vulnerable to antimagic spells and spell-like effects as if it were a summoned creature. Any antimagic effect will force her to disincorporate for 1d4 rounds as if she were a suppressed magic item.
Constrict (Ex) A lillend deals 2d6+7 points of damage with a successful grapple check. Constricting uses the entire lower portion of its body, so she cannot take any move actions when constricting, though she can still attack with her sword or bow.
Disincorporate (Ex) When an eldritch emissary's hit points are

reduced to 0, or as a voluntary move action, she vanishes and is absorbed back into her base location, taking all of her possessions with her. An eldritch emissary who is forced to disincorporate by being reduced to 0 hit points cannot reform until at least one hour has passed; if it was voluntary, she may reform at any time. Disincorporation is the only way for the eldritch emissary to recover lost hit points naturally, which she does at the usual rate for a lillend. An eldritch emissary can benefit from healing magic. Eldritch emissaries who disincorporate can reappear at any point in the area of their base location.
Improved Grab (Ex) To use this ability, a lillend must hit with her tail slap attack. She can then attempt to start a grapple as a free action without provoking an attack of opportunity. If she wins the grapple check, it establishes a hold and can constrict.

IXMIR, WARLOCK-PRIEST CR 20

Male xill mystic 14 of Magic
LE Medium outsider (extraplanar)
Init +9; **Senses** darkvision 60 ft.; **Listen** +11, **Spot** +11
Languages Infernal

AC 29, **touch** 18, **flat-footed** 24
hp 104 (19 HD)
SR 21
Fort +14, **Ref** +13, **Will** +16

Spd 40 ft.
Melee +3 *spell storing glaive* +19/+14/+9 (1d10+6/x3) or **Melee** +3 *spell storing glaive* +17/+12/+7 (1d10+6/x3) and 2 claws each +18 (1d4+2)
Reach 5 ft. (10 ft. with glaive)
Base Atk +15; **Grp** +17
Atk Options Combat Reflexes, improved grab, Multiattack, Multiweapon Fighting, paralysis (DC 13)
Special Actions implant
Combat Gear *wand of lightning bolt* (CL 10th, 25 charges), *wand of fireball* (CL 10th, 32 charges), *wand of ice storm* (CL 10th, 15 charges), *wand of polymorph* (CL 10th, 9 charges), *wand of dimensional anchor* (CL 10th, 20 charges)
Mystic Spells Known (CL 14th, +17 melee touch, +20 ranged touch)
 7th (3/day)—*destruction* (DC 20), *spell turning*^D
 6th (5/day)—*antimagic field*^D, *harm* (DC 19), *heal*
 5th (6/day)—*dispel good* (DC 18), *righteous might*, *spell resistance*^D, *true seeing*
 4th (6/day)—*cure critical wounds*, *dismissal* (DC 17), *divine power*, *imbue with spell ability*^D, *inflict critical wounds* (DC 17)
 3rd (6/day)—*bestow curse* (DC 16), *dispel magic*^D, *invisibility purge*, *locate object*, *protection from energy*
 2nd (6/day)—*bear's endurance*, *eagle's splendor*, *identify*^D, *make whole*, *resist energy*, *shatter*
 1st (6/day)—*bane* (DC 14), *comprehend languages*, *cure light wounds*, *divine favor*, *doom* (DC 14), *magic aura*^D
 0 (6/day)—*cure minor wounds*, *detect magic*, *guidance*, *inflict minor wounds* (DC 13), *light*, *mending*, *read magic*, *resistance*, *virtue*
^D: Domain spell. Domain: Magic

Abilities Str 14, Dex 20, Con 12, Int 14, Wis 17, Cha 16
SQ planewalk

Feats Combat Casting, Combat Reflexes, Craft
Magic Arms and Armor, Improved Initiative,
Multiattack^B, Multiweapon Fighting, Weapon
Finesse, Weapon Focus (glaive)

Skills Balance +11, Climb +10 (+12 with rope),
Concentration +15 (+19 cast defensively), Craft
(weaponsmithing) +6, Diplomacy +5, Escape Artist
+13 (+15 ropes), Intimidate +11, Jump +4, Knowledge
(arcana) +16, Knowledge (religion) +16, Listen +11,
Move Silently +13, Sense Motive +11, Spellcraft +18
(+20 scrolls), Spot +11, Tumble +13, Use Magic Device
+11 (+13 scrolls), Use Rope +5 (+7 bindings)

Possessions combat gear plus +3 *spell storing* (bestow
curse) glaive, bracers of armor +4, ring of protection +3

Granted Power (Su) Ixmír's Magic domain allows
him to use wands, scrolls, staves, and other spell
trigger or spell completion items as a 7th-level
wizard or sorcerer as well as a 14th-level mystic.

Powered-Up Ixmír The following changes to Ixmír's stats
reflect Ixmír after he casts *bear's endurance*, *divine
power*, *eagle's splendor*, *righteous might*, and *spell
resistance*. This powered up state lasts for 14 rounds.

LE Large outsider (extraplanar)

AC 30, touch 17, flat-footed 25

hp 175 (19 HD); DR 6/good

SR 26

Fort +17

Melee +3 *spell storing glaive*

+25/+20/+15/+10 (2d8+12/x3) or

Melee +3 *spell storing glaive* +23/+18/+13/+8
(2d8+12/x3) and 2 claws each +23 (1d4+6)

Reach 10 ft. (15 and 20 ft. with glaive)

Base Atk +19; Grp +31

Mystic Spells Known (CL 14th, +24 melee
touch, +23 ranged touch)

Abilities Str 24, Con 18, Cha 20

Skills Climb +15 (+17 with rope), Concentration +17
(+21 cast defensively), Diplomacy +7, Intimidate
+13, Jump +9, Use Magic Device +13 (+15 scrolls)

KNIGHT-ASSASSIN CZIMIX CR 16

Male xill rogue 3/fighter 2/assassin 5

LE Medium outsider (extraplanar)

Init +9; Senses darkvision 60 ft.; Listen +13, Spot +13

Languages Infernal

AC 26, touch 15, flat-footed 21; Dodge, improved
uncanny dodge, Mobility, uncanny dodge

hp 121 (15 HD)

SR 21

Fort +13 (+15 against poison), Ref +16, Will +8; evasion
Spd 40 ft.

Melee +1 *wounding short sword* +16/+11/+6 (1d6+6/19-
20) and 3 +1 *short swords* each +16/+11 (1d6+3/19-20)

Ranged +1 *heavy crossbow* +18 (1d10+1/19-20)

Base Atk +12; Grp +17

Atk Options Combat Expertise, death attack (DC
17), Improved Disarm, improved grab, Improved

Multiweapon Fighting, Multiattack, Multiweapon

Fighting, paralysis (DC 16), sneak attack +5d6

Special Actions implant

Assassin Spells Known (CL 5th, +17 melee
touch, +17 ranged touch)

2nd (2/day)—*cat's grace*, *pass without trace*, *spider climb*

1st (3/day)—*ghost sound* (DC 13), *obscuring
mist*, *sleep* (DC 13), *true strike*

Abilities Str 20, Dex 20, Con 18, Int 14, Wis 14, Cha 8

SQ planewalk, poison use, trap sense, trapfinding +1

Feats Combat Expertise^B, Dodge^B, Improved Disarm,

Improved Initiative, Improved Multiweapon Attack,

Mobility, Multiattack^B, Multiweapon Attack, Stealthy

Skills Balance +23, Climb +16, Disguise +3,

Escape Artist +16, Hide +30*, Jump +9, Listen

+13, Move Silently +23, Search +17, Sense

Motive +13, Spot +13, Tumble +21

* Includes +10 competence bonus due

to *ring of chameleon power*

Possessions combat gear plus +1 *wounding short sword*,

+1 *short sword* (3), +1 *heavy crossbow* with 10 bolts,

bracers of armor +4, ring of chameleon power

LORD KNIGHT THEO DRAWDE CR 20

Male civilized human fighter 5/Knight of the

Lily 1/sorcerer 4/Knight of the Thorn 10

LE Medium humanoid

Init +2; Senses Listen +0, Spot +0

Aura terror (10 ft., Will DC 24 or shaken)

Languages Common, Draconic, Ergothian, Nerakese, Ogre

AC 25, touch 15, flat-footed 23

hp 117 (20 HD)

Resist Honor-bound

Fort +12, Ref +7, Will +11

Spd 20 ft. (in +2 *breastplate of command*); base 30 ft.

Melee* +2 *shocking burst thundering longsword* +15/+10/+5
(1d8+13/19-20 plus 1d6 electricity) used one-handed

Melee* +2 *shocking burst thundering longsword* +15/+10/+5
(1d8+20/19-20 plus 1d6 electricity) used two-handed

*includes adjustments for a 6-point Power Attack

Base Atk +15; Grp +18

Atk Options Power Attack, sneak attack +1d6, weapon touch

Special Actions *cosmic understanding*

Sorcerer Spells Known (CL 14th; arcane spell failure

5%; +18 melee touch, +17 ranged touch)

7th (3+1/day)—*greater scrying*^{DIV} (DC 20) (CL 15th)

6th (5+1/day)—*chain lightning* (DC 19),
contingency, *true seeing*^{DIV} (CL 15th)

5th (6+1/day)—*commune*^{DIV} (CL 15th), *overland flight*,
prying eyes^{DIV} (CL 15th), *telepathic bond*^{DIV} (CL 15th)

4th (6+1/day)—*arcane eye*^{DIV} (CL 15th),
divination^{DIV} (CL 15th), *spark shield*[†], *scrying*^{DIV}

(DC 17) (CL 15th), *storm wall*[†] (DC 17)

3rd (7+1/day)—*clairaudience/clairvoyance*^{DIV} (CL
15th), *fly*, *lightning bolt* (DC 16), *nondetection*

2nd (7+1/day)—*augury*^{DIV} (CL 15th), *bull's strength*,
crackling sphere[†] (DC 15), *detect thoughts*^{DIV} (CL

15th), *locate object*^{DIV} (CL 15th), *shocking spark*[†]
(3 rays, +3 attack against metal, x3 critical)

1st (7+1/day)—*feather fall*, *identify*^{DIV} (CL 15th), *shield*, *shocking grasp*, *true strike*^{DIV} (CL 15th)
 0 (6+1/day)—*arcane mark*, *detect magic*^{DIV} (CL 15th), *detect poison*, *mage hand*, *mending*, *open/close*, *prestidigitation*, *read magic*^{DIV} (CL 15th), *resistance*^{DIV}: Divination spell. † Spell from the *DRAGONLANCE Campaign Setting*

Combat Gear *ring of shooting stars*, *rod of negation*, *wand of lightning bolt* (caster level 10th, 50 charges)

Abilities Str 16, Dex 15, Con 12, Int 16, Wis 11, Cha 18
SQ armored spellcasting –20%, read omens and portents
Feats Combat Casting, Combat Reflexes, Eschew Materials, Extend Spell, Honor-bound, Leadership, Persuasive, Power Attack^B, Still Spell, Weapon Focus (longsword)^B, Weapon Specialization (longsword)^B
Skills Bluff +16, Concentration +16, Craft (alchemy) +13, Diplomacy +26, Handle Animal +12, Intimidate +30, Knowledge (arcana) +18, Knowledge (religion) +9, Ride +12, Sleight of Hand +5, Spellcraft +23
Possessions combat gear plus +2 *breastplate of command*, +2 *shocking burst thundering longsword* (“Coruscantrix”), *ring of protection* +3, *amulet of natural armor* +3, *medallion of thoughts*, gray robes, *manacles*, *numerous scrolls and minor arcane tools*

Aura of Terror (Su) Creatures within 10 feet of Drawde must make successful Will saves (DC 24) or become shaken. A creature that successfully saves is immune to his aura of terror for 24 hours.

Contingency Drawde has an active *contingency* spell upon him that triggers *spark shield* as a free action as soon as he is attacked in melee.

Cosmic Understanding (Sp) Once per day, Drawde may add a +14 insight bonus on any one ability check, skill check, attack roll, saving throw, or to his AC against a single attack. His spells known includes *commune*, which does not count against his number of spells known.

Diviner (Ex) Drawde may cast one additional divination spell of each spell level per day and gains a +2 bonus to Spellcraft checks to learn new divination spells, much like a specialist in the school of divination. Drawde’s caster level is considered to be one level higher for the purposes of casting divination spells.

Read Omens and Portents Drawde’s spells known include *augury* and *divination*, which do not count against his number of spells known.

Weapon Touch (Su) Drawde can deliver touch spells through any melee weapon with a successful melee attack. The weapon deals its normal damage as well as delivering the effects of the spell on the target. He can cast a spell and discharge it through his weapon in the same round as a full round action, or hold the spell until the following round as part of a normal melee attack.

PORTIA GANT

CR 16

Female civilized human monk 8/mystic 6 of Channeling/Knight of the Skull 2
 LE Medium humanoid
Age of Mortals (Channeling Domain), *Legends of the Twins* (Heroic Surge feat)

Init +4; Senses Listen +14, Spot +14

Languages Common, Nerakese

AC 19, touch 17, flat-footed 13

hp 91 (16 HD)

Immune non-magical diseases

Fort +19, Ref +14, Will +22 (+24 against enchantments); improved evasion

Spd 60 ft.

Melee unarmed strike +17/+12 (1d12+7/20) or

Melee flurry of strikes +15/+15/+10 (1d12+7/20)

Ranged shuriken +11/+6 (1d2+3/20)

Base Atk +11; Grp +14

Atk Options flurry of blows, Improved Disarm, *ki strike* (magic), *smite good* (+4 attack, +16 damage, 1/day), *stunning fist* (Fort DC 22, 4/day)

Special Actions Deflect Arrows, Heroic Surge (4/day)

Mystic Spells Known (CL 7th, +14 melee

touch, +11 ranged touch)

3rd (5/day)—*cure serious wounds*, *deeper darkness*, *haste*^{DT} (CL 8th)

2nd (7/day)—*bear’s endurance*^{DT} (CL 8th), *enthrall*, *resist energy*, *owl’s wisdom*^T (CL 8th), *shatter*, *silence*

1st (7/day)—*command*, *comprehend languages*, *jump*^{DT} (CL 8th), *obscuring mist*, *protection from good*, *sanctuary*

0 (6/day)—*cure minor wounds*, *detect magic*, *detect poison*, *guidance*, *light*, *purify food and drink*^T (CL 8th), *resistance*

^D: Domain spell, ^T: Transmutation spell.

Domain: Channeling

Spell-Like Abilities (CL 8th)

at will—*detect good*

Abilities Str 16, Dex 10, Con 12, Int 8, Wis 18, Cha 18

SQ aura of good (CL 8th), dark blessing, slow fall

40 ft., wholeness of body (heal 16 hp/day)

Feats Alertness^B, Blind Fight, Deflect Arrows^B, Heroic Surge, Improved Disarm^B, Improved Initiative, Improved Unarmed Strike^B, Lightning Reflexes, Skill Focus (Sense Motive), Stunning Fist^B, Weapon Focus (unarmed strike)

Skills Balance +2, Concentration +9, Diplomacy +6, Intimidate +8, Jump +11, Knowledge (religion) +3, Listen +14, Sense Motive +18, Spot +14, Tumble +13

Possessions *amulet of mighty fists* +2, *boots of striding and springing*, *bracers of armor* +3, *cloak of Charisma* +4, *gauntlets of ogre strength*, *monk’s belt*

Dark Blessing (Su) Portia applies her Charisma modifier as a bonus on all saving throws.

Heroic Surge Portia gains an extra move or attack action either before or after a regular action. Heroic Surge can never be used more than once per round.

SHATRACLANNING

CR 19

Female old copper dragon

CG Huge dragon (earth)

Init +0; Senses blindsense 60 ft., darkvision 120 ft., keen senses; Listen +35, Spot +35

Aura frightful presence (DC 27, 240 ft., HD 25 or fewer)

Languages Abanasinian, Common,

Draconic, Dwarven, Elven, Magius

AC 33, touch 8, flat-footed 33

hp 299 (26 HD); DR 10/magic

Immune acid, paralysis, *sleep*

SR 25

Fort +20, Ref +15, Will +19

Spd 40 ft., fly 150 ft. (poor)

Melee* bite +23 (2d8+19, bite) and 2 claws each +21 (2d6+14, 2 claws) and 2 wings each +21 (1d8+14, 2 wings) and tail slap +21 (2d6+23, tail slap)

* Includes adjustments for 10-point Power Attack

Space 15 ft.; Reach 10 ft. (15 ft. with bite)

Base Atk +26; Grp +43

Atk Options Cleave, Power Attack

Special Actions breath weapon (100 ft. line 16d4 acid, Reflex DC 28 half or 50 ft. cone *slow gas*, Fort DC 27 or *slowed* for 1d6+8 rounds), crush (2d8+13, Reflex DC 28 negatives)

Sorcerer Spells Known (CL 11th, +33

melee touch, +24 ranged touch)

5th (4/day)—*true seeing*, *passwall*

4th (7/day)—*arcane eye*, *lesser geas*, *scrying* (DC 18)

3rd (7/day)—*cure serious wounds*, *dispel magic*, *locate object*, *nondetection*

2nd (7/day)—*arcane lock*, *detect thoughts* (DC 16), *invisibility*, *see invisibility*, *shatter* (DC 16)

1st (7/day)—*detect evil*, *entropic shield*, *identify*, *grease*, *mage armor*

0 (6/day)—*detect magic*, *ghost sound*, *light*, *mage hand*, *mending*, *message*, *read magic*, *resistance*, *touch of fatigue* (DC 14)

Spell-Like Abilities (CL 11th)

1/day—*transmute rock to mud* or *mud to rock*

2/day—*stone shape*

Abilities Str 29, Dex 10, Con 21, Int 18, Wis 19, Cha 18

SQ spider climb

Feats Alertness, Cleave, Combat Casting,

Empower Spell, Extend Spell, Multiattack,

Power Attack, Silent Spell, Still Spell

Skills Bluff +33, Concentration +34, Intimidate +35, Jump +38, Knowledge (arcana) +33, Listen +35, Search +33, Sense Motive +33, Spot +35, Use Magic Device +33

SIR MORDECAI VOLGER CR 16

Male civilized human fighter 10/Knight of the Lily 6

LE Medium humanoid

Knightly Orders of Ansalon (Shield Focus and Greater Shield Focus feats)

Init -1; Senses Listen +1, Spot +1

Languages Common, Nerakese, Solamnic

AC 29, touch 12, flat-footed 29

hp 124 (16 HD); Diehard

Immune fear

Resist Honor-Bound

Fort +14, Ref +6, Will +6 (+8 against mind-affecting)

Spd 20 ft. (full plate); base 30 ft.; armored mobility

Melee* +4 *bastard sword* +21/+16/+11/+6 (1d10+19/17-20)

* includes adjustments for a 6-point Power Attack

Base Atk +16; Grp +21

Atk Options Cleave, Power Attack, sneak attack +2d6

Special Actions Demoralize, Mounted Combat

Combat Gear *potion of cure moderate wounds* (2)

Abilities Str 20, Dex 8, Con 15, Int 12, Wis 12, Cha 13

SQ unbreakable will

Feats Cleave^B, Diehard^B, Exotic Weapon Proficiency (bastard sword), Greater Shield Focus^B, Greater Weapon Focus (bastard sword), Greater Weapon Specialization (bastard sword), Honor-Bound^B, Improved Critical (bastard sword)^B, Lightning Reflexes, Mounted Combat^B, Power Attack^B, Shield Focus^B, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)

Skills Climb +6, Diplomacy +11, Handle Animal +8, Intimidate +20, Knowledge (religion) +9, Ride +18

Possessions combat gear plus +3 *full plate*

armor, +2 *heavy steel shield*, +4 *bastard sword*, *ring of protection* +3, mwk dagger

Shield Focus, Greater Shield Focus These feats grant

Sir Mordecai a cumulative +2 increase to the shield bonus to his AC while he uses a shield.

SIR THEROL STONESPLITTER CR 16

Male hill dwarf ranger 10 of Chislew/

fighter 2/Legion Scout 4

NG Medium humanoid

Knightly Orders of Ansalon (Legion Scout)

Init +3; Senses darkvision 60 ft.; Listen +10, Spot +12

Languages Common, Dwarven, Nerakese

AC 22, touch 15, flat-footed 19; +4 against giant type
hp 94 (16 HD)

Resist +2 save against spells and spell-like effects, stability (+4 against bull rush and trip)

Fort +14 (+16 against poison), Ref +16, Will +13; evasion

Spd 20 ft.; woodland stride

Melee +2 *flaming waraxe* +21/+16/+11

(1d10+5/19-20 x3 plus 1d6 fire) or

Melee +2 *flaming waraxe* +19/+14/+9 (1d10+5/19-20 x3 plus 1d6 fire) and +2 *frost handaxe* +19/+14 (1d6+3/19-20 x3 plus 1d6 frost)

Base Atk +15; Grp +18

Atk Options Cleave, favored enemy dragon +4, favored enemy giant +2, favored enemy human +4, improved combat style (two weapon), Power Attack, sneak attack +1d6, +1 attack bonus against goblinoids

Ranger Spells Prepared (CL 5th, +18

melee touch, +18 ranged touch)

1st—*cure light wounds*, *protection from energy*

0—*animal messenger*, *resist energy*

Abilities Str 16, Dex 16, Con 12, Int 10, Wis 14, Cha 12

SQ animal companion, apprentice, face in the crowd (civilian), focused (Skill Focus [Bluff]), Legion knowledge, region familiarity (Sanction), safe haven, stonecunning, swift tracker, wild empathy +12 (magical beasts +8)

Feats Cleave, Endurance^B, Improved Critical (battleaxe), Improved Critical (handaxe), Improved Two-Weapon Fighting^B, Iron Will, Power Attack, Skill Focus (Bluff)^B, Track^B, Trustworthy, Two-Weapon Fighting^B, Weapon Focus (dwarven waraxe)^B, Weapon Focus (handaxe)^B

Skills Appraise +0 (+2 related to stone or metal items), Bluff +16, Craft +0 (+2 related to stone

or metal), Diplomacy +16, Gather Information +10, Intimidate +9, Knowledge (nature) +7, Knowledge (nobility) +4, Listen +10, Sense Motive +9, Search +6 (+8 to notice unusual stonework), Spot +12, Survival +13 (+15 in above ground natural environments and when following tracks)

Possessions *chain shirt* +3, +2 *flaming waraxe*, +2 *frost handaxe*, *ring of protection* +2, *cloak of resistance* +2, *gloves of Dexterity* +4

Animal Companion (Ex) Therol is entitled to an animal companion but has chosen not to have one due to the nature of his mission.

Apprentice (Ex) Therol is entitled to an apprentice as a Legion Scout but has chosen not to have one due to the nature of his mission.

Face in the Crowd (Ex) Therol gains a +4 circumstance bonus to Bluff and Disguise checks when trying to pass himself off as a local or commoner. He must spend at least 24 hours in the city or area to attempt this deception.

Focused (Ex) Therol has chosen the bonus feat Skill Focus (Bluff) as a Legion Scout.

Legion Knowledge (Ex) Therol may make a special Legion knowledge check at +16 to see whether he knows any relevant information about local people, history, far away places, or recent events. He may not take 10 or 20 on this check; this sort of knowledge is essentially random. The DM determines the Difficulty Class of the check similarly to a bardic knowledge check's DC.

Region Familiarity (Sanction) (Ex) Therol gains a +2 competence bonus on Legion knowledge checks, Gather Information checks, and Survival checks in Sanction.

Safe Haven (Ex) Therol can establish a relatively secure and defensive location within a city or area for 6 characters upon arrival. Therol grants these characters a +4 circumstance bonus on Hide checks to avoid being found by authorities and searchers while hidden. Therol cannot benefit from this bonus. Establishing the safe haven requires a successful Search check with the DC dependent on the size of the community—Thorp, Hamlet, or Village: 30; Small or Large Town: 25; Small or Large City: 20; Metropolis: 15. If the authorities are generally evil or despotic, the DC is increased by +2. If the authorities are absent or trusting, the DC is reduced by –2. A safe haven only lasts as long as Therol remains in the town and for one additional day for every day Therol prepared the haven ahead of time, up to the maximum of a month.

Minions, Monsters, and Minor Characters

ADVANCED PHASE SPIDER CR 11
 Advanced phase spider rogue 5
 N Large magical beast
 Init +8; Senses darkvision 60 ft., low-light vision; Listen +13, Spot +11

AC 16, touch 13, flat-footed 12; uncanny dodge

hp 99 (13 HD)
 Fort +10, Ref +14, Will +4; evasion
 Spd 40 ft.; climb 20 ft.
 Melee bite +15 (1d6+6 plus poison)
 Space 10 ft.; Reach 5 ft.
 Base Atk +11; Grp +19
 Atk Options Combat Reflexes, poison (injury, DC 17 Fort, initial and secondary 1d8 Con), sneak attack +3d6
 Special Actions climb, ethereal jaunt

Abilities Str 18, Dex 18, Con 16, Int 7, Wis 13, Cha 10
 SQ trap sense +1, trapfinding
 Feats Ability Focus (poison), Alertness, Combat Reflexes, Improved Initiative, Stealthy
 Skills Climb +12, Hide +16, Listen +13, Move Silently +22, Spot +11

Climb (Ex) A phase spider has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Ethereal Jaunt (Su) A phase spider can shift from the Ethereal Plane to the Material Plane as a free action, and shift back again as a move action (or during a move action). The ability is otherwise identical to *ethereal jaunt* (CL 15th).

ADVANCED REMNANT CR 11

CE Medium undead (incorporeal)
Towers of High Sorcery (remnant)
 Init +7; Senses darkvision 60 ft.; Listen +21, Spot +21

AC 17, touch 17, flat-footed 14
 hp 97 (15 HD)
 Immune incorporeal traits, undead traits
 Resist turn resistance +4; SR 25
 Fort +5, Ref +8, Will +13
 Weakness sunlight powerlessness

Spd 40 ft.; fly 80 ft. (perfect)
 Melee incorporeal touch +11 (1d8 plus 1d6 intelligence drain)
 Base Atk +7; Grp —
 Atk Options Combat Reflexes, intelligence drain
 Special Actions create spawn

Abilities Str —, Dex 17, Con —, Int 10, Wis 14, Cha 18
 SQ unnatural aura
 Feats Ability Focus (intelligence drain), Alertness, Combat Reflexes, Improved Initiative, Iron Will, Weapon Focus (incorporeal touch)
 Skills Hide +20, Knowledge (arcana) +10, Listen +21, Spellcraft +19, Spot +21

Create Spawn (Su) Any arcane spellcaster slain by a remnant becomes a remnant in 1d4 rounds. His body is consumed by a rush of magical forces, and his spirit remains. Spawn are under the command of the remnant that created them and remain enslaved until the remnant's death. The spawn do not possess any of the abilities they had in life.

Intelligence Drain (Su) Living creatures hit by a remnant's incorporeal touch attack must succeed on a DC 20 Will save or take 1d6 points of Intelligence drain. The save DC is Charisma-based. On each successful attack, the remnant gains 5 temporary hit points.

Sunlight Powerlessness (Ex) Remnants are powerless in natural sunlight (not merely a *daylight* spell) and flee from it. A remnant caught in sunlight cannot attack and can only take a single move or attack action in a round.

Unnatural Aura (Su) Animals, whether wild or domesticated, can sense the unnatural presence of a remnant at a distance of 30 feet. They do not willingly approach the remnant and panic if forced to do so. The animals remain panicked for as long as they are within the specified range.

XILL BATTLE DANCER CR 10

Male xill monk 3/sorcerer 1

LE Medium outsider (extraplanar)

Init +8; Senses darkvision 60 ft.; Listen +14, Spot +11

Languages Infernal

AC 28, touch 17, flat-footed 24

hp 56 (9 HD)

SR 21

Fort +9, Ref +11, Will +12; evasion, still mind

Spd 50 ft.

Melee unarmed strike +9/+4 (1d6+3) and
3 +1 *kama* each +9/+4 (1d6+2) or

Melee unarmed strike +7/+7/+2 (1d6+3) and 3 +1
kama each +7/+2 (1d6+2) with flurry of blows

Base Atk +7; Grp +10

Atk Options Combat Reflexes, improved
grab, Improved Multiweapon Fighting,
Multiattack, Multiweapon Fighting, paralysis
(DC 14), Stunning Fist (4/day, DC 17)

Special Actions implant

Sorcerer Spells Known (CL 1st, +11 melee
touch, +11 ranged touch)

1st (4/day)—*ray of enfeeblement*, *true strike*

0 (5/day)—*flare* (DC 11), *ghost sound* (DC
11), *resistance*, *touch of fatigue*

Abilities Str 17, Dex 19, Con 14, Int 12, Wis 16, Cha 13

SQ planewalk

Feats Combat Reflexes^B, Improved Initiative,
Improved Multiweapon Fighting, Improved
Unarmed Strike^B, Multiattack^B, Multiweapon
Fighting, Stunning Fist^B, Weapon Finesse

Skills Balance +17, Climb +11, Concentration +7,
Escape Artist +12, Hide +12, Jump +11, Listen
+14, Move Silently +15, Search +9, Sense Motive
+11, Spellcraft +2, Spot +11, Tumble +12

Possessions +1 *kama* (3), *bracers of armor* +4

XILL WARRIOR CR 10

Male xill fighter 4

LE Medium outsider (extraplanar)

Init +9; Senses darkvision 60 ft.; Listen +12, Spot +12

Languages Infernal

AC 26, touch 15, flat-footed 21

hp 80 (9 HD)

SR 21

Fort +12, Ref +10, Will +7

Spd 40 ft.

Melee +1 *short sword* +14/+9 (1d6+8/17-20) and 3

+1 *short sword* each +14/+9 (1d6+5/17-20)

Ranged mwk heavy crossbow +15 (1d10/19-20)

Base Atk +9; Grp +14

Atk Options Combat Reflexes, improved grab,
Improved Multiweapon Fighting, Multiattack,
Multiweapon Fighting, paralysis (DC 14)

Special Actions implant

Abilities Str 20, Dex 20, Con 18, Int 12, Wis 14, Cha 8

SQ planewalk

Feats Combat Reflexes^B, Improved Critical (short sword),
Improved Initiative, Improved Multiweapon Fighting,
Multiattack^B, Multiweapon Fighting, Weapon Focus
(short sword)^B, Weapon Specialization (short sword)^B

Skills Balance +13, Climb +17, Escape Artist +13, Hide
+13, Jump +9, Listen +12, Move Silently +13, Search
+9, Sense Motive +10, Spot +12, Tumble +13

Possessions +1 *short sword* (4), *bracers of armor*

+4, mwk heavy crossbow with 10 bolts

CHAPTER FOUR: DARKNESS OVER CRISTYNE

LEADERS AND PERSONALITIES

ADUMBRANT (VIKTOR CHIAROSCURO) CR 18

Male old shadow dragon

CE Huge dragon

Init +4; Senses blindsense 60 ft., darkvision 120 ft., keen
senses, low-light vision; Listen +35, Spot +35

Aura frightful presence (DC 39, 240 ft., HD 24 or fewer)

Languages Abanasinian, Common, Draconic,
Elven, Ergot, Goblin, Ogre, Solamnic, Sylvan

AC 36, touch 8, flat-footed 36

hp 287 (25 HD); DR 10/magic

Immune energy drain, paralysis, *sleep*

SR 27

Fort +19, Ref +14, Will +21

Spd 80 ft., fly 150 ft. (poor)

Melee* bite +21 (2d8+18) and 2 claws each +19 (2d6+14) and
2 wings each +19 (1d8+14) and tail slap +19 (2d6+22)

* Includes adjustments for 10-point Power Attack

Base Atk +25; Grp +41

Space 15 ft. Reach 10 ft. (15 ft. with bite)

Atk Options Cleave, Power Attack

Special Actions breath weapon (70-ft. cone, 5 negative
energy levels, Reflex DC 29 half, Fortitude DC 29 to
remove), crush (2d8+12, Reflex DC 27 negates)

Sorcerer Spells Known (CL 9th; +31 melee

touch, +23 ranged touch)

4th (5/day)—*greater invisibility*, *polymorph*

3rd (8/day)—*arcane sight*, *gaseous
form*, *major image* (DC 22)

2nd (8/day)—*blur*, *darkness*, *detect thoughts*
(DC 19), *minor image* (DC 21)

1st (8/day)—*charm person* (DC 18), *color spray* (DC 20),
mage armor, *hypnotism* (DC 18), *silent image* (DC 20)
 0 (6/day)—*daze* (DC 17), *detect magic*, *ghost*
sound (DC 19), *mage hand*, *mending*,
open/close, *read magic*, *resistance*
Spell-Like Abilities (CL 9th)
 3/day—*mirror image*, *nondetection*
 2/day—*dimension door*

Abilities Str 27, Dex 10, Con 21, Int 24, Wis 24, Cha 25
SQ shadow blend
Feats Ability Focus (breath weapon), Astrological Forecasting†,
 Cleave, Greater Spell Focus (illusion), Improved Initiative,
 Multiattack, Power Attack, Spell Focus (illusion), Wingover
 † New feat from Appendix One.
Skills Appraise +35, Bluff +35, Decipher Script +35,
 Diplomacy +39, Disguise +35 (+37 acting), Hide +20,
 Knowledge (arcana) +35, Knowledge (the planes)
 +35, Listen +35, Search +35, Sense Motive +35, Spot
 +35, Use Magic Device +35 (+37 with scrolls)

AMARA MOONHUNTER CR 14

Female Kagonesti elf barbarian 9/druid 5 of Chisleve
 N Medium humanoid

Init +2; **Senses** elvensight (darkvision 30 ft.,
 low-light vision); **Listen** +17, **Spot** +8

Languages Common, Elven, Sylvan

AC 19, touch 14, flat-footed 17; **Dodge**, improved
 uncanny dodge, **Mobility**, uncanny dodge

hp 101 (14 HD); **DR** 1/-

Immune *sleep*

Resist 25% chance to negate critical
 hit or sneak attack (*armor*)

Fort +12, **Ref** +6, **Will** +9 (+11 against enchantments;
 +13 against fey spell-like effects)

Spd 30 ft. (hide armor); base 40 ft.; woodland stride

Melee +2 *undead bane longsword*
 +17/+12/+7 (1d8+5/x3) or

Ranged +1 *shortbow* +15/+10/+5 (1d6+1/x3)

Space 5 ft.; **Reach** 10 ft.

Base Atk +12; **Grp** +14

Atk Options Cleave, Power Attack

Special Actions rage 3/day (7 rounds),
 wild shape 1/day (5 hours)

Combat Gear *potion of cure serious*
wounds (2), *potion of haste*

Druid Spells Prepared (CL 5th, +14 melee
 touch, +14 ranged touch)

3rd—*call lightning* (DC 15)

2nd—*resist energy*, *summon nature's*
ally II, *summon swarm*

1st—*calm animals*, *cure light wounds*,
entangle (DC 13), *obscuring mist*

0—*cure minor wounds*, *detect poison*,
guidance, *light*, *resistance*

Abilities Str 14, Dex 14, Con 14, Int 11, Wis 15, Cha 8

SQ trackless step, trap sense +3, wild
 empathy +4 (magical beasts +0)

Feats Cleave, Dodge, Mobility, Power Attack,
 Weapon Focus (*longsword*)

Skills Climb +4, Concentration +8, Handle Animal +4,
 Heal +6, Intimidate +3, Jump +4, Knowledge (nature)
 +11, Listen +17, Ride +8, Spot +8, Survival +18 (+20
 in above ground natural environments), Swim +3
Possessions combat gear plus +2 *light fortification hide*
armor, +2 *undead bane longsword*, +1 *shortbow* with
 20 arrows, *ring of protection* +2, *amulet of health* +2

Rage (Ex) When Amara rages, her
 statistics change as follows:

AC 17, touch 10, flat-footed 15

hp 112

Fort +14, **Will** +11

Melee +2 *undead bane longsword*
 +19/+14/+9 (1d8+6/x3)

Grp +16

Abilities Str 18, Con 18

Skills Jump +10

ANGELYN STARSINGER

CR 8

Female Silvanesti elf cleric 8 of Mishakal

NG Medium humanoid

Init +0; **Senses** elvensight (darkvision 30 ft.,
 low-light vision); **Listen** +5, **Spot** +5

Languages Common, Elven, Sylvan

AC 10, touch 10, flat-footed 10

hp 40 (8 HD)

Immune *sleep*

Fort +6, **Ref** +4, **Will** +9 (+11 against enchantments)

Weakness light blindness

Spd 30 ft.

Melee unarmed strike +6/+1 (1d3
 nonlethal plus sunblight)

Base Atk +6; **Grp** +6

Atk Options sunblight

Special Actions spontaneous casting (*cure spells*),
 turn undead 4/day (+5, 2d6+9, 8th)

Cleric Spells Prepared (CL 8th [9th for Good and
 Healing spells], +6 melee touch, +6 ranged touch)

4th—*dismissal* (DC 17), *holy smite*^{DG}
 (DC 17; CL 9th), *restoration*

3rd—*dispel magic* (DC 16), *magic circle against evil*^{DG}
 (CL 9th), *prayer*, *protection from evil*, *remove curse*

2nd—*aid*^D, *bull's strength*, *hold person* (DC
 15), *resist energy*, *silence* (DC 15)

1st—*bles*, *bles water*, *detect evil*, *protection from*
evil^{DG} (CL 9th), *remove fear*, *shield of faith*

0—*create water*, *detect magic*, *detect poison*,
light, *purify food and water*, *resistance*

^D: Domain spell; ^G: Good spell. Domain: Good, Healing

Abilities Str 10, Dex 10, Con 12 (10

current), Int 14, Wis 16, Cha 12

SQ aura of good

Feats Brew Potion, Lightning Reflexes, Skill Focus (Heal)

Skills Concentration +11, Diplomacy +5,

Heal +17, Knowledge (history) +4,

Knowledge (religion) +7, Spellcraft +7

Light Blindness (Ex) Abrupt exposure to bright
 light (such as sunlight or a *daylight* spell) blinds
 Angelyn for 1 round. In addition, she takes a

–1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.
Sunblight Contact; DC 18; Incubation 3d4 weeks; Damage 1d3 Con (see Appendix One). Angelyn has contracted sunblight and has lost 2 Constitution due to the disease.

ARACOE PATHFINDER

CR 17

Male wichtlani Kagonesti elf fighter 8/barbarian 8
 NE Medium humanoid

Legends of the Twins (Heroic Surge feat, Quick-Thinking feat)

Init +8; Senses elvensight (darkvision 30 ft., low-light vision), scent; Listen +13 Spot +7

Languages Common, Elven, Sylvan

AC 24, touch 14, flat-footed 22; improved uncanny dodge, uncanny dodge

hp 149 (16 HD); DR 1/-

Immune energy drain, paralysis, poison, *sleep*

Resist *cure* spells

Fort +15, Ref +6, Will +7 (+9 against enchantments)

Weakness *allomanya* addiction

Spd 50 ft.

Melee* +2 *shocking burst longspear*

+17/+12/+7/+2 (1d8+13/19-20 x3 plus

1d6 electricity) and bite +9 (1d6+8)

* includes adjustments for a 5-point Power Attack

Space 5ft.; Reach 10 ft.

Base Atk +16; Grp +19

Atk Options Great Cleave, Heroic Surge 4/day, improved grab, Power Attack, Ride-By Attack, Spirited Charge
Special Actions rage 3/day (6 rounds)

Combat Gear *potion of heroism*

Abilities Str 16, Dex 14, Con 16, Int 10, Wis 16, Cha 10
 SQ trap sense +2

Feats Cleave^B, Great Cleave, Heroic Surge, Improved Critical (longspear)^B, Improved Initiative^B,

Mounted Combat, Power Attack, Quick-Thinking,

Ride-By Attack, Spirited Charge^B, Weapon Focus

(longspear)^B, Weapon Specialization (longspear)^B

Skills Climb +8, Handle Animal +5, Jump +10,

Listen +13, Ride +17, Spot +7, Survival +12

Possessions combat gear plus +3 *elven chain*, +2 *shocking burst longspear*, *ring of protection* +2, *boots of speed*

Allomanya Addiction Aracoe is addicted to *allomanya* (see Appendix One for more details). If he does not ingest a vial of *allomanya* every 24 hours, he begins to suffer the effects of withdrawal. His addiction also means that he is resistant to *cure* spells, and cured by *inflict* spells. Aracoe's increased ability scores and natural armor from *allomanya* addiction are already factored into his statistics above.

Improved Grab (Ex) To use this ability, Aracoe must hit with his bite attack. He can then attempt to start a grapple as a free action without provoking an attack of opportunity.

SUNBLIGHT

MORGION has laid a curse upon the elves of Pashin, a slow, wasting disease that forces them to hide from the sun they have always revered. The disease is known as sunblight. It causes the skin to slowly lose pigmentation and the eyes to become sensitive to light. Magic cannot detect this disease (nor can it be cured magically), unless the spellcaster is at least 18th level. Eventually, all those who are infected with sunblight find that their eyes can no longer handle bright light and are they far more susceptible to sunburn.

All of the Silvanesti elves that lived in the Pashin colony have been infected by this disease (although most are still incubating the disease). It can be transferred to any other elf (including elven player characters). Any elf that comes into physical contact with another elf infected with sunblight must make a Fortitude check (DC 20), or else become infected by the disease. If the check is successful, the elf does not need to make another check for 24 hours (which is why almost all of the elves in the colony have become infected, as over time, even the hardest of individuals can become infected). Half-elves are also susceptible to this disease, although their human ancestry grants them a +4 bonus to their saving throws to resist it and fight off its effects.

Sunblight: Contact; DC 18; Incubation 3d4 weeks;

Damage 1d3 Con (permanent). Note: If an individual suffers 2 or more points of Constitution damage, they must make another Fortitude save or else be permanently inflicted with light blindness. Once a character suffers a loss of 5 total points of Constitution, they are permanently inflicted with sun sensitivity.

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds an individual for 1 round. In addition, he takes a –1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

Sun Sensitivity (Ex) If the infected individual is exposed to bright sunlight, and is not properly covered, then he is in danger of severe sunburn. Every 10 minutes of exposure, the individual must make a Fortitude save (DC 15, +1 for each previous check) or take 1d4 points of damage. A character with the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well. Characters reduced to unconsciousness begin taking lethal damage (1d4 points per hour) and must make another DC 15 Fortitude save or suffer from sun poisoning.

Sun Poisoning (Ex) Contact DC 15, initial and secondary damage 1d3 Con + 1 Cha (permanent).

If he wins the grapple check, he establishes a hold and can deliver bite damage automatically each round with a successful grapple check. Aracoe can only use this ability on a creature one size smaller than himself or smaller.

Rage (Ex) When Aracoe rages, his statistics change as follows:
 AC 22, touch 10, flat-footed 20
 hp 173
 Fort +16, Will +9 (+11 against enchantments)
 Melee* +2 *shocking burst longspear*
 +17/+12/+7/+2 (1d8+17/19-20 x3 plus
 1d6 electricity) and bite +9 (1d6+10)
 * includes adjustments for a 7-point Power Attack
 Grp +21
 Abilities Str 20, Con 20
 Skills Climb +10, Jump +12

CAPTAIN IMOGEN HELIOPHAN CR 12

Female civilized human noble 5/mariner 5/fighter 2
 LN Medium humanoid

Legends of the Twins (Charming feat, revised
 mariner class, Quick-Thinking feat)

Init +5; Senses Listen +6, Spot +11

Languages Common, Ergot

AC 19, touch 13, flat-footed 16; back-
 to-back +1, Dodge, Mobility

hp 72 (12 HD)

Resist Honor-Bound

Fort +9, Ref +11, Will +9

Spd 30 ft.

Melee +1 *defending rapier* +14/+9 (1d6/18-20)

Base Atk +10; Grp +9

Atk Options dirty strike +1d4, Quick Draw

Special Actions inspire confidence 2/day

Combat Gear *potion of cure serious wounds* (2)

Abilities Str 8, Dex 17, Con 12, Int 10, Wis 14, Cha 18

SQ bonus class skill (Swim), coordinate +1,

favor +2, sailor lore, seamanship +2

Feats Charming, Dodge^B, Endurance, Honor-
 Bound^B, Iron Will, Leadership, Mobility^B, Quick
 Draw^B, Quick-Thinking, Weapon Finesse^B

Skills Appraise +4, Balance +11, Bluff +13, Climb +5,
 Diplomacy +18, Disguise +4 (+6 to act in character),
 Escape Artist +6, Gather Information +8, Listen +6,
 Profession (sailor) +2, Sense Motive +10, Sleight
 of Hand +5, Spot +11, Swim +12, Tumble +10

Possessions +2 *studded leather armor*, +1 *defending
 rapier*, *amulet of natural armor* +1, *cloak of Charisma*
 +2, *gloves of Dexterity* +2, *ring of swimming*

Banquet For the banquet, Captain

Imogen is equipped as follows:

AC 16, touch 13, flat-footed 13; back-
 to-back +1, Dodge, Mobility

Possessions mwk leather armor, +1 *defending rapier*,
amulet of natural armor +1, *cloak of Charisma*
 +2, *gloves of Dexterity* +2, *ring of swimming*

Back-to-Back (Ex) Whenever Imogen is adjacent
 to an ally and using the fighting defensively or
 total defense combat options, she gains a +1

dodge bonus to her AC. She loses this bonus if
 she is denied her Dexterity bonus to AC or if
 she or her ally moves more than 5 ft. away.

Dirty Strike (Ex) Imogen may choose to make a single
 melee attack on her turn as a full round action
 that deals an additional 1d4 points of damage.
 The additional damage caused by a dirty strike is
 the same kind of damage as the weapon used in
 the attack. This ability has no effect on creatures
 without a discernable anatomy or that are immune
 to critical hits, such as constructs, oozes, plants, or
 undead. Additional damage from a dirty strike is not
 multiplied if Imogen scores a successful critical hit.

Sailor Lore (Ex) Imogen may make a special sailor
 lore check at a +5 to see whether she knows some
 relevant information about local people or history,
 far away places, or strange superstitions. This check
 will not necessarily reveal true information, as much
 of the time Imogen heard it from someone who
 heard it from a friend, who heard it from a guy,
 etc. Imogen may not take 10 or 20 on this check;
 this sort of knowledge is essentially random.

Seamanship (Ex) Imogen gains a +2 competence bonus
 to all Balance, Climb, and Profession (sailor) checks.

CAPTAIN LEOMAC AZCIPOCA CR 12

Male nomad human fighter 12

CG Medium humanoid

Init +3; Senses; Listen -1, Spot -1

Languages Common, Nordmaaran

AC 19, touch 15, flat-footed 16; Dodge, Mobility

hp 78 (12 HD)

Fort +9, Ref +9, Will +3

Spd 20 ft. (scale mail); base 30 ft.; Spring Attack

Melee +1 *flaming rapier* +16/+11/+6

(1d6+3/18-20 plus 1d6 fire) or

Melee +1 *short sword* +16/+11/+6 (1d6+3/19-20) or

Ranged +2 *composite shortbow* +17/+12/+7 (1d6+4/x3)

Ranged +2 *composite shortbow* +15/+15/+10/+5

(1d6+4/x3) with Rapid Shot

Base Atk +12; Grp +14

Atk Options Mounted Archery, Mounted

Combat, Point Blank Shot, Precise Shot, Rapid
 Shot, Ride-By Attack, Weapon Finesse

Combat Gear *potion of cure moderate wounds*

Abilities Str 14, Dex 16, Con 13, Int 10, Wis 8, Cha 14

Feats Alertness^B, Dodge, Leadership, Lightning Reflexes,

Mobility, Mounted Archery^B, Mounted Combat^B,

Point Blank Shot^B, Precise Shot^B, Rapid Shot^B, Ride-
 By Attack^B, Spring Attack, Weapon Finesse^B

Skills Diplomacy +8, Intimidate +10, Knowledge
 (nobility and royalty) +5, Ride +18

Possessions combat gear plus mwk scale mail, +2 *composite
 shortbow* (+2 Str) with 20 arrows, +1 *flaming rapier*,
ring of protection +2, mwk short sword, light warhorse

Banquet For the banquet, Captain

Leomac is equipped as follows:

AC 17, touch 15, flat-footed 14; Dodge, Mobility
 Spd 30 ft.

Melee mwk short sword +16/+11/+6 (1d6+2/19-20)
Possessions combat gear plus mwk leather armor,
mwk short sword, *ring of protection* +2

GINERVA NORTHWELL

CR 12

Female civilized human fighter 8/Knight of the Sword 4
LG Medium humanoid

Knightly Orders of Ansalon (revised Knight
of the Sword prestige class)

Init +2; Senses Listen +2, Spot +2

Aura courage (10 ft., +4 morale bonus to saves against fear)

Languages Common, Ergot, Solamnic

AC 23, touch 11, flat-footed 23

hp 83 (12 HD)

Immune fear

Resist Honor-Bound

Fort +13, Ref +5, Will +10

Spd 20 ft. (banded mail); base 30 ft.

Melee +1 *axiomatic light mace* +16/+11/+6 (1d6+5) or

Melee +1 *dagger* +15/+10/+5 (1d4+3/19-20)

Base Atk +12; Grp +14

Atk Options Cleave, defend the weak +2,

Power Attack, smite evil (+2 attack, +4
damage) 1/day, Spirited Charge

Abilities Str 15, Dex 10, Con 12, Int 14, Wis 15, Cha 14

SQ divine grace, heroic initiative +2

Feats Cleave, Diehard, Endurance, Honor-Bound^B,
Leadership^B, Mounted Combat^B, Power Attack, Ride-
By Attack^B, Spirited Charge, Weapon Focus (light
mace)^B, Weapon Specialization (light mace)^B

Skills Diplomacy +14, Handle Animal +11,
Intimidate +10, Knowledge (nobility and royalty)
+12, Knowledge (religion) +6, Ride +15

Possessions +2 *banded mail*, +2 *heavy steel shield*, +1
axiomatic light mace, +1 *dagger*, *ring of protection*
+1, *cloak of Charisma* +2, *gauntlets of ogre power*

Banquet For the banquet, Ginerwa is equipped as follows:

AC 11, touch 11, flat-footed 11

Spd 30 ft.

Possessions +1 *axiomatic light mace*, +1
dagger, *ring of protection* +1, *cloak of*
Charisma +2, *gauntlets of ogre power*

Aura of Courage (Su) Ginerwa is immune to fear (magical
or otherwise). Allies within 10 feet of her gain a +4
morale bonus on saving throws against fear. This
ability functions only while she remains conscious.

Defend the Weak (Ex) Each round, Ginerwa may
choose a single adjacent ally (within 5 feet) with
fewer effective character levels or hit dice than her.
Against any opponent who threatens that ally (i.e.
who is capable of making a melee or ranged attack
against them), she gains a +2 bonus on melee attack
and weapon damage rolls, and her ally gains a +2
to AC for as long as she remains adjacent. These
bonuses only apply while she is adjacent to her ally.

Divine Grace (Su) Ginerwa gains a +2
bonus to all saving throws.

Heroic Initiative (Ex) Ginerwa gains a +2
bonus on initiative checks.

MORRIS BAIN

CR 6

Male civilized human rogue 6

N Medium humanoid

Init +3; Senses Listen +4, Spot +4

Languages Common

AC 15, touch 13, flat-footed 12; Dodge,

Mobility, uncanny dodge

hp 36 (6 HD)

Fort +4, Ref +8, Will +1; evasion

Spd 30 ft.

Melee mwk dagger +8 (1d4+1/19-20)

Base Atk +4; Grp +5

Atk Options sneak attack +3d6

Abilities Str 13, Dex 16, Con 14, Int 10, Wis 8, Cha 12

SQ trap sense +2, trapfinding

Feats Dodge, Mobility, Weapon Finesse

Skills Appraise +9, Bluff +9, Decipher Script +4,

Diplomacy +10, Disable Device +6, Disguise

+7 (+9 to act in character), Forgery +4, Gather

Information +9, Hide +7, Knowledge (local) +6,

Listen +4, Move Silently +7, Search +5, Sense

Motive +3, Sleight of Hand +5, Spot +4

Possessions leather armor, mwk dagger

LOTHIAN SHADOWBROW

(IN POSSESSION OF PAELATHAN)

CR 20

Male bound spirit Silvanesti elf mystic

12 of Trickery/loremaster 6

NE Medium humanoid

Init +3; Senses elvensight (darkvision 30 ft.,

low-light vision), Listen +7, Spot +7

Languages Common, Elven, Istaran, Ogre

AC 18, touch 14, flat-footed 16

hp 50 (13 HD)

Immune sleep

Fort +16, Ref +11, Will +24 (+26 against enchantments)

Spd 30 ft.

Melee* +1 *longsword* +12/+7/+2 (1d8+3/19-20) or

Ranged* +2 *composite longbow* +14/+9/+4 (1d8+4/x3)

* includes non-proficiency penalty

Base Atk +13; Grp +15

Mystic Spells Known (CL 18th, +15 melee

touch, +14 ranged touch)

9th (3/day)—*etherealness*, *time stop*^D

8th (5/day)—*antimagic field*, *discern*

location, *polymorph any object*^D

7th (6/day)—*control weather*, *ethereal jaunt*,

greater scrying (DC 21), *screen*^D (DC 21)

6th (6/day)—*disjoin*[†], *mislead*^D, *spirit*

walk[†], *harm* (DC 20)

5th (6/day)—*false vision*^D, *dispel good* (DC 19),

greater command (DC 20), *mass inflict light*

wounds (DC 19), *slay living* (DC 19)

4th (7/day)—*confusion*^D (DC 19), *cure critical wounds*,

inflict critical wounds (DC 18), *poison* (DC 18), *sending*

3rd (7/day)—*animate dead*, *bestow curse* (DC

17), *blindness/deafness* (DC 17), *locate*

object, *nondetection*^D, *speak with dead*

2nd (7/day)—*bull's strength, darkness, enthrall* (DC 17), *hold person* (DC 17), *invisibility*^D, *shatter*
 1st (7/day)—*bane* (DC 16), *cause fear* (DC 16), *cure light wounds, disguise self*^D, *inflict light wounds* (DC 15), *talons*[†]
 0 (6/day)—*cure minor wounds, detect magic, detect poison, guidance, inflict minor wounds* (DC 14), *light, read magic, resistance*

^D Domain spell. *Domain*: Trickery

[†] Spell from *DRAGONLANCE Campaign Setting*.

Abilities Str 14, Dex 12, Con 10, Int 17, Wis 21, Cha 15
 SQ lore, secrets

Feats Brew Potion, Combat Casting, Empower Spell, Extend Spell, Skill Focus (Knowledge [religion]), Spell Focus (Enchantment), Still Spell

Skills Bluff +17, Concentration +15, Hide +16, Knowledge (arcana) +25, Knowledge (history) +9, Knowledge (the planes) +9, Knowledge (religion) +27, Listen +7, Search +5, Spellcraft +6, Spot +7, Use Magic Device +8

Possessions +2 *leather armor*, +1 *longsword*, +2 *composite longbow* (+2 Str) with 30 arrows, *lesser bracers of archery, ring of protection +2, cloak of resistance +2, periapt of wisdom +2*

Lore (Ex) As bardic knowledge, +9 bonus.

Secrets Lothian has learned the following secrets as a result of his loremaster training: *dodge trick*, *secrets of inner strength*, *weapon trick*.

OFFICER GUTHRIE WITHERS CR 5

Male civilized human fighter 5

NG Medium humanoid

Init +1; Senses Listen -1, Spot -1

Languages Common, Dwarven, Ergot

AC 17, touch 11, flat-footed 16; Dodge, Mobility
 hp 37 (5 HD)

Fort +5, Ref +2, Will +0

Spd 20 ft.

Melee +1 *glaive* +10 (1d10+7/x3)

Base Atk +5; Grp +8

Atk Options Cleave, Power Attack

Abilities Str 16, Dex 13, Con 12, Int 10, Wis 8, Cha 14

Feats Cleave, Dodge^B, Mobility, Power Attack^B, Weapon Focus (glaive)^B, Weapon Specialization (glaive)^B

Skills Climb +7, Handle Animal +6, Intimidate +10, Jump +7, Ride +5

Possessions *amulet of natural armor* +1, +1 *glaive*, +1 *scale mail*

OFFICER KELEMYNAS CR 5

Male Qualinesti elf fighter 5

NG Medium humanoid

Init +3; Senses elvensight (darkvision 30 ft., low-light vision); Listen +4, Spot +4

Languages Common, Elven

AC 17, touch 13, flat-footed 14; Dodge, Mobility
 hp 37 (5 HD)

Immune *sleep*

Fort +5, Ref +4, Will +3 (+5 against enchantments)
 Spd 30 ft.

Melee short sword +6 (1d6+1/19-20) or
 Ranged +1 *composite longbow* +10 (1d8+2/x3)

Base Atk +5; Grp +6

Atk Options Point Blank Shot, Precise Shot, Shot on the Run

Abilities Str 12, Dex 17, Con 12, Int 8, Wis 14, Cha 10

Feats Dodge, Mobility^B, Point Blank Shot^B,

Precise Shot, Shot on the Run^B

Skills Diplomacy +1, Intimidate +8,

Listen +4, Search +1, Spot +4

Possessions +1 *studded leather armor*, +1 *composite longbow* (+1 Str) with 20 arrows, *short sword, lesser bracers of archery*

GRUNKINER TWINS CR 14

Male half-ogre rogue 7/inquisitor 7

NE Medium humanoid (ogre)

Legends of the Twins (Quick-Thinking feat)

Init +4; Senses low-light vision; Listen +12, Spot +14

Languages Common, Ergot, Ogre

AC 18, touch 12, flat-footed 16; Dodge, improved uncanny dodge, Mobility, uncanny dodge

hp 55 (14 HD)

Fort +4, Ref +9, Will +9; evasion

Spd 30 ft.

Melee +2 *club* +14/+9 (1d6+4)

Base Atk +10; Grp +12

Atk Options sneak attack +4d6

Abilities Str 14, Dex 14, Con 10, Int 15, Wis 14, Cha 14

SQ erudite synergy, extreme focus, trap sense +5, trapfinding

Feats Alertness, Dodge, Investigator,

Mobility, Quick-Thinking

Skills Appraise +12, Forgery +17, Gather Information

+19, Hide +17, Intimidate +17, Knowledge

(local) +17, Listen +12, Move Silently +17,

Search +19, Sense Motive +19, Spot +14

Possessions +3 *leather armor*, +2 *club*, *cloak of Charisma* +2, *gloves of Dexterity* +2

Erudite Synergy (Ex) The Ogrunkiner Twins' understanding of Knowledge (local) gives them a +4 synergy bonus on related skill checks.

PTAH-ULFUS CR 10

Male half-elf ranger 10 of Habbakuk

CG Medium humanoid

Init +2; Senses elvensight (darkvision 30 ft., low-light vision); Listen +16, Spot +16

Languages Common, Elven

AC 18, touch 12, flat-footed 16; Dodge,

Two-Weapon Defense

hp 59 (10 HD)

Immune *sleep*

Fort +8, Ref +9, Will +5 (+7 against enchantments); evasion

Spd 30 ft.; woodland stride

Melee +1 *longsword* +15/+10 (1d8+4/19-20) or

Melee +1 *longsword* +13/+8 (1d8+4/19-20) and
 +1 *short sword* +13/+8 (1d6+2/19-20)

Base Atk +10; Grp +13

Atk Options favored enemy giant +2, favored enemy human +4, favored enemy undead +4, improved combat style (two-weapon fighting)

Combat Gear *potion of cure moderate wounds*, *potion of haste*

Ranger Spells Prepared (CL 5th, +13)
melee touch, +12 ranged touch
2nd—*barkskin*, *bear's endurance*
1st—*delay poison*, *resist energy*

Abilities Str 16, Dex 14, Con 12, Int 10, Wis 14, Cha 8

SQ animal companion (wolf), swift tracker, wild empathy +9 (magical beasts +5)

Feats Dodge, Endurance^B, Improved Two-Weapon Fighting^B, Track^B, Two-Weapon Defense, Two-Weapon Fighting^B, Weapon Focus (longsword), Weapon Focus (short sword)

Skills Hide +8, Knowledge (nature) +15, Listen +16, Move Silently +7, Search +14, Spot +16, Survival +15 (+17 in above ground natural environments and when following tracks)

Possessions combat gear plus +2 *chain shirt*, +1 *longsword*, +1 *short sword*

Banquet For the banquet, Ptah-Ulfus is equipped as follows:

AC 14, touch 12, flat-footed 12; Dodge
Melee +1 *short sword* +15/+10 (1d6+4/19-20)
Possessions combat gear plus mwk

leather armor, +1 *short sword*

Animal Companion (Ex) Ptah-Ulfus has a wolf animal companion but does not have the wolf in town with him.

REGENT BELTHANOS

CR 16

Male Silvanesti elf noble 16

LG Medium humanoid

Legends of the Twins (Stubborn feat)

Init +2; Senses elvensight (darkvision 30 ft., low-light vision); Listen +13, Spot +13

Languages Common, Elven, Ergot, Sylvan; *comprehend languages* (*helm*)

AC 22, touch 14, flat-footed 20

hp 92 (16 HD)

Immune *sleep*

Fort +11, Ref +15, Will +16 (+18 against enchantments)

Spd 30 ft.

Melee +2 *defending rapier* +16/+11/+6 (1d6+2/18-20) or

Melee +2 *dagger* +16/+10/+6 (1d4+2/19-20)

Base Atk +12; Grp +12

Special Actions inspire confidence 4/day, inspire greatness (2 allies)

Combat Gear *potion of cure serious wounds* (2), *potion of displacement*

Abilities Str 10, Dex 14, Con 12, Int 16, Wis 14, Cha 18

SQ bonus class skill (Spot), coordinate +3, favor +5

Feats Great Fortitude, Leadership, Negotiator, Persuasive, Stubborn, Weapon Finesse

Skills Appraise +9, Bluff +25, Diplomacy +31, Disguise +4 (+6 to act in character), Gather Information +14,

Intimidate +29, Knowledge (arcana) +11, Knowledge (local) +10, Knowledge (nobility and royalty) +10, Listen +13, Ride +7, Search +5, Sense Motive +25, Sleight of Hand +4, Spellcraft +6, Spot +13

Possessions combat gear plus *amulet of health* +2, *cloak of resistance* +3, +2 *dagger*, +2 *defending rapier*, +3 *elven chain*, *gloves of Dexterity* +2, *helm of comprehend languages* and *read magic*, *ring of protection* +2

Banquet For the banquet, Regent

Belthanos is equipped as above.

SANUYA REDCLOUD

CR 13

Male wichtlani Kagonesti elf barbarian 3/rogue 3/ranger 6 of Chemosh

NE Medium humanoid

Init +9; Senses elvensight (darkvision 30 ft., low-light vision), scent; Listen +11, Spot +8

Languages Common, Elven, Sylvan

AC 23, touch 16, flat-footed 18; Two-Weapon Defense, uncanny dodge

hp 75 (12 HD); Diehard

Immune energy drain, paralysis, poison, *sleep*

Resist *cure* spells

Fort +10, Ref +14, Will +9 (+11 against enchantments); evasion

Weakness *allomanya* addiction

Spd 50 ft.

Melee +2 *long sword* +18/+13/+8 (1d8+6/19-20) and bite +10 (1d6+4) or

Melee +2 *long sword* ++16/+11/+6 (1d8+6/19-20) and +2 *dagger* +16/+11 (1d4+4/19-20) and bite +10 (1d6+2)

Base Atk +11; Grp +15

Atk Options favored enemy human +4, favored enemy elf +2, improved combat style (two-weapon fighting), improved grab, sneak attack +2d6

Special Actions rage 2/day (6 rounds)

Combat Gear *potion of haste*

Ranger Spells Prepared (CL 6th, +15)
melee touch, +16 ranged touch

1st—*entangle* (DC 13), *resist energy*

Abilities Str 18, Dex 20, Con 12, Int 9, Wis 16 Cha 8

SQ animal companion, trap sense +2, trapfinding, wild empathy +5 (magical beasts +1)

Feats Diehard, Endurance^B, Improved Initiative^B, Improved Two-Weapon Fighting^B, Iron Will, Track^B, Two-Weapon Defense, Two-Weapon Fighting^B, Weapon Focus (dagger), Weapon Focus (longsword)

Skills Climb +10, Handle Animal +8, Hide +17, Jump +12, Knowledge (nature) +8, Listen +11, Move Silently +17, Spot +8, Survival +18 (+20 in above ground natural environments), Swim +7

Possessions combat gear plus +2 *studded leather armor*, +2 *long sword*, +2 *dagger*, *ring of protection* +1, *gauntlets of ogre power*

Allomanya Addiction Sanuya is addicted to *allomanya* (see Appendix One for more details). If he does not ingest a vial of *allomanya* every 24 hours, he begins to suffer the effects of withdrawal. His addiction also means that he is resistant to *cure* spells and

cured by *inflict* spells. Sanuya's increased ability scores and natural armor from *allomanya* addiction are already factored into his statistics above.

Animal Companion (Ex) Because of Sanuya's *wichtlani* state, he does not have an animal companion.

Improved Grab (Ex) To use this ability, Sanuya must hit with his bite attack. He can then attempt to start a grapple as a free action without provoking an attack of opportunity. If he wins the grapple check, he establishes a hold and can deliver bite damage automatically each round with a successful grapple check. Sanuya can only use this ability on a creature one size smaller than himself or smaller.

Rage (Ex) When Sanuya rages, his statistics change as follows:

AC 21, touch 14, flat-footed 16
hp 99

Fort +12, Will +11 (+13 against enchantments)

Melee +2 *long sword* +20/+15/+10 (1d8+8/19-20) and bite +12 (1d6+6/20) or

Melee +2 *long sword* +18/+13/+8 (1d8+8/19-20) and +2 *dagger* +18/+13 (1d4+8/19-20) and bite +12 (1d6+6/20)

Grp +17

Abilities Str 22, Con 16

Skills Climb +12, Swim +9

Banquet For the banquet, Sanuya is equipped as follows:

AC 18, touch 16, flat-footed 13; uncanny dodge

Melee +2 *dagger* +17/+12 (1d4+5/19-20) and bite +9 (1d6+1)

Abilities Str 16

Possessions +2 *dagger*, *ring of protection* +1

SERGEANT FOOLSCAP

CR 7

Male mad gnome fighter 7

NG Small humanoid

Init +0; Senses Listen +6, Spot +6

Languages Common, Gnome, Solamnic

AC 19, touch 11, flat-footed 19

hp 60 (7 HD)

Fort +7, Ref +2, Will +3

Spd 15 ft.

Melee +1 *small longsword* +12/+7 (1d6+5/19-20)

Base Atk +7; Grp +9

Atk Options Improved Bull Rush, Improved Shield Bash, Power Attack

Abilities Str 14, Dex 10, Con 14, Int 12, Wis 13, Cha 10

Feats Alertness, Improved Bull Rush^B, Improved Shield Bash^B, Power Attack^B, Toughness, Weapon Focus (longsword)^B, Weapon Specialization (longsword)

Skills Climb +5, Craft (alchemy) +2, Disable

Device +2, Intimidate +6, Jump +5, Listen +6,

Open Lock +2, Sense Motive +4, Spot +6

Possessions +2 *scale mail*, +1 *light wooden shield*, +1 *small longsword*

SHAYLIN MOONBORN

CR 10

Female Silvanesti elf wizard 6/Wizard of High Sorcery 4

CG Medium humanoid

Towers of High Sorcery (Wizard of High Sorcery prestige class)

Init +1; Senses elvensight (darkvision 30 ft., low-light vision); Listen +4, Spot +4

Languages Common, Draconic, Elven, Khurish, Sylvan

AC 11, touch 11, flat-footed 10

hp 17 (10 HD)

Immune *sleep*

Fort +2, Ref +4, Will +11 (+13 against enchantments)

Weakness light blindness

Spd 30 ft.

Melee unarmed strike +4 (1d3-1 nonlethal plus sunblight)

Base Atk +5; Grp +4

Atk Options sunblight

Wizard Spells Prepared (CL 10th, +4

melee touch, +6 ranged touch)

5th—*break enchantment* (2)

4th—*stoneskin* (4)

3rd—*fireball* (DC 17) (2), *magic circle against evil*, *protection from energy*

2nd—*invisibility* (5)

1st—*shield* (5)

0—*read magic*, *resistance* (3)

Abilities Str 8, Dex 12, Con 10 (8 current),

Int 18, Wis 14, Cha 12

SQ arcane research +2, moon magic, order secret (magic of sustenance), summon familiar, tower resources

Feats Eschew Materials, Extend Spell, Scribe Spell^B,

Spell Focus (abjuration), Spell Mastery x2 (*break enchantment*, *fireball*, *invisibility*, *magic circle against evil*, *protection from energy*, *resistance*, *shield*, *stoneskin*)^B

Skills Concentration +14, Decipher Script +9,

Knowledge (arcana) +20, Knowledge (geography)

+11, Knowledge (history) +17, Spellcraft +22

Light Blindness (Ex) Abrupt exposure to bright

light (such as sunlight or a *daylight* spell) blinds

Shaylin for 1 round. In addition, she takes a

-1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

Sunblight Contact; DC 18; Incubation 3d4 weeks; Damage 1d3 Con (see Appendix One). Shaylin has contracted sunblight and has lost 2 Constitution due to the disease.

SİRDARİPATİNJA (SİRDAR),

DRAGON OF THE SPRING

CR 17

Male mature adult bronze dragon

LG Huge dragon (water)

Init +0; Senses blindsense 60 ft., darkvision 120 ft., keen senses; Listen +34, Spot +34

Aura frightful presence (DC 27, 210 ft., HD 23 or fewer)

Languages Common, Draconic, Dwarven, Elven, Solamnic, Sylvan

AC 33, touch 8, flat-footed 33

hp 276 (24 HD); DR 10/magic

Immune electricity, paralysis, *sleep*

SR 23

Fort +19, Ref +14, Will +19

Spd 40 ft., fly 150 ft. (poor), swim 60 ft.

Melee* bite +27 (2d8+14, bite) and 2 claws each +21 (2d6+9, 2 claws) and 2 wings each +21 (1d8+9, 2 wings) and tail slap +21 (2d6+23, tail slap)
 * Includes adjustments for 5-point Power Attack
 Space 15 ft.; Reach 10 ft. (15 ft. with bite)
 Base Atk +24; Grp +41
 Atk Options Cleave, Flyby Attack, Flyby Breath, Power Attack, Snatch
 Special Actions breath weapon (100 ft. line 14d6 lightning, Reflex DC 27 half or 50 ft. cone *repulsion gas*, Will DC 27), crush (2d8+13, Reflex DC 27 negatives)
 Sorcerer Spells Known (CL 9th, +31 melee touch, +22 ranged touch)
 4th (5/day)—*charm monster* (DC 19), *confusion* (DC 19)
 3rd (7/day)—*dispel magic*, *haste*, *lightning bolt* (DC 18)
 2nd (7/day)—*detect thoughts* (DC 17), *protection from arrows*, *resist energy*, *web* (DC 17)
 1st (8/day)—*charm person* (DC 16), *comprehend languages*, *enlarge person* (DC 16), *mage armor*, *magic missile*, *protection from evil*, *true strike*
 0 (6/day)—*daze* (DC 15), *detect magic*, *detect poison*, *ghost sound* (DC 15), *mending*, *message*, *resistance*, *touch of fatigue* (DC 15)
 Spell-Like Abilities (CL 9th)
 at will—*speak with animals*
 3/day—*create food and water*, *fog cloud*

Abilities Str 29, Dex 10, Con 21, Int 20, Wis 21, Cha 20
 SQ alternate form, water breathing
 Feats Alertness, Cleave, Flyby Attack, Flyby Breath, Improved Natural Armor (2), Improved Natural Attack (bite), Power Attack, Snatch
 Skills Concentration +25, Diplomacy +34, Disguise +32, Intimidate +19, Knowledge (arcana) +25, Knowledge (nature) +34, Listen +34, Search +32, Sense Motive +32, Spot +34, Survival +34, Swim +36, Use Magic Device +25

SKULLFACE

CR 12

Male venom draconian mariner 8
 CG Medium dragon
Bestiary of Krynn (Venom Draconian), *Legends of the Twins* (revised Mariner class, Quick-Thinking feat)
 Init +5; Senses darkvision 60 ft., low-light vision; Listen +7, Spot +9
Languages Common, Draconic
 AC 19, touch 13, flat-footed 16; back-to-back +2
 hp 59 (10 HD)
 Immune disease, paralysis, *sleep*
 SR 19
 Fort +9, Ref +12, Will +7
 Spd 40 ft; Run
 Melee +1 *rapier* +13/+8 (1d6+2/18-20) and bite +6 (1d6+1 plus poison) or
 Ranged mwk light crossbow +14 (1d8/19-20)
 Base Atk +10; Grp +11
 Atk Options Combat Expertise, Combat Reflexes, dirty strike +2d4, Improved Disarm, Quick Draw, sneak attack +1d6

Combat Gear *potion of cure moderate wounds*

Abilities Str 12, Dex 17, Con 10, Int 13, Wis 14, Cha 10
 SQ death throe, draconian traits, sailor lore, seamanship +2
 Feats Combat Expertise^B, Combat Reflexes, Improved Disarm^B, Quick Draw, Quick-Thinking, Run^B, Weapon Focus (rapier)
 Skills Balance +15, Bluff +5, Climb +7 (+9 involving ropes), Hide +8, Jump +16, Listen +7, Move Silently +8, Profession (sailor) +11, Search +7, Spot +9, Survival +10 (+12 when following tracks), Swim +9, Tumble +11, Use Rope +11
 Possessions combat gear plus *leather armor* +2, +1 *rapier*, mwk light crossbow, *boots of striding and springing*, *rope of climbing*

Back-to-Back (Ex) Whenever Skullface is adjacent to an ally and using the fighting defensively or total defense combat options, he gains a +2 dodge bonus to his AC. He loses this bonus if he is denied his Dexterity bonus to AC or if he or his ally moves more than 5 ft. away.

Death Throe (Su) When a venom draconian dies, its body instantly dissolves into a 5-foot radius pool of acid. All within this area suffer 1d6 points of acid damage each round they remain in the pool. The acid evaporates in 1d6 rounds. All armor, weapons, and items carried by the venom draconian suffer damage from the acid as well.

Dirty Strike (Ex) Skullface may choose to make a single melee attack on his turn as a full round action that deals an additional 2d4 points of damage. The additional damage caused by a dirty strike is the same kind of damage as the weapon used in the attack. This ability has no effect on creatures without a discernable anatomy or that are immune to critical hits, such as constructs, oozes, plants, or undead. Additional damage from a dirty strike is not multiplied if Skullface scores a successful critical hit.

Poison (Ex) Fort DC 12; 1d6 Con/1d6 Con. Only the venom draconian's bite is poisonous. A venom draconian is immune to its own poison.

Sailor Lore (Ex) Skullface may make a special sailor lore check at a +9 to see whether he knows some relevant information about local people or history, far away places, or strange superstitions. This check will not necessarily reveal true information, as much of the time Skullface heard it from someone who heard it from a friend, who heard it from a guy, etc. Skullface may not take 10 or 20 on this check; this sort of knowledge is essentially random.

Seamanship (Ex) Skullface gains a +2 competence bonus to all Balance, Climb, and Profession (sailor) checks.

SYLVYANA THE GHOUL QUEEN

CR 21

Female tenacious soul Silvanesti elf druid 20 of Chemosh
 NE Medium humanoid
Holy Orders of the Stars (tenacious soul template)
 Init +1; Senses elvensight (darkvision 30 ft., low-light vision) Listen +23, Spot +23
Languages Common, Draconic, Druidic, Elven, Istaran, Lahutian, Sylvan

AC 30, touch 17, flat-footed 27; *foresight*
 hp 125 (20 HD); fast healing 2
 Immune death effects, energy drain, negative energy
 damage, poison, *sleep*; timeless body
 Resist +4 against fey spell-like abilities
 Fort +18, Ref +11 (+13 with *foresight*), Will
 +23 (+25 against enchantments)

Spd 30 ft.; woodland stride
 Melee *sylvan scimitar* +20/+15/+10 (1d6+4/18-20) or
 Melee *sylvan scimitar* +20/+15/+10 (2d6+4/18-
 20 plus Cleave) when outdoors
 Base Atk +15; Grp +17
 Special Actions wild shape 6/day (20 hours,
 Tiny, Huge, plant; elemental 3/day)
 Combat Gear *wand of contagion* (CL 16th, 22
 charges), *wand of poison* (CL 16th, 20 charges)
 Druid Spells Prepared (CL 20th, +17 melee
 touch, +16 ranged touch)
 9th—*elemental swarm*, empowered *fire storm* (DC
 22), *foresight**, *storm of vengeance* (DC 24)
 8th—*finger of death* (DC 23) (2), *whirlwind*
 (DC 23), *word of recall*
 7th—*control weather*, *creeping doom*, *heal*, *wind walk*
 6th—*greater dispel magic*, *move earth*,
transport via plants, *wall of stone*
 5th—*baleful polymorph* (DC 20) (2), *call lightning*
storm, *tree stride*, *wall of fire*, *wall of thorns*
 4th—*flame strike* (DC 19) (2), *ice storm* (2),
rusting grasp, *spike stones* (DC 19)
 3rd—*dominate animal* (DC 19, CL 21st),
 empowered *produce flame* (DC 16), *protection*
from energy (2), *sleet storm*, *wind wall*
 2nd—*bull's strength*, *cat's grace*, *fog cloud*, *hold animal*
 (DC 18, CL 21st), *summon swarm*, *warp wood*
 1st—*entangle* (DC 16) (2), *longstrider*,
magic fang (2), *speak with animals*
 0—*create water* (2), *guidance* (2), *read magic*, *resistance*
 * already cast
 Spell-Like Abilities (CL 21st, granted by *willstone*)
 3/day—*dominate monster* (DC 25)

Abilities Str 15, Dex 13, Con 13, Int 18, Wis 20, Cha 20
 SQ animal companion (none at present), nature sense,
 rejuvenation, resist nature's lure, thousand faces,
 trackless step, wild empathy +27 (magical beasts +23)
 Feats Brew Potion, Combat Casting, Craft Wand,
 Education†, Empower Spell, Iron Will, Natural Spell
 Skills Bluff +5 (+9 with *willstone*), Concentration +24 (+28
 with *willstone*), Diplomacy +27 (+31 with *willstone*),
 Handle Animal +17 (+21 with *willstone*), Intimidate +5
 (+9 with *willstone*), Knowledge (arcana) +22, Knowledge
 (nature) +22, Knowledge (nobility and royalty) +22, Listen
 +23, Search +6, Spellcraft +21, Spot +23, Survival +16
 † New feat from Appendix One
 Possessions combat gear plus +4 *wild leather armor*, +2
ironwood buckler, *sylvan scimitar*, *amulet of natural armor*
 +4, *ring of protection* +4, *cloak of resistance* +4, *willstone*

Rejuvenation (Ex) As a tenacious soul, Sylvyana never stays
 dead. If she is killed, she will restore herself in 2d4 weeks.
 A tenacious soul that would otherwise be destroyed

returns to the last place it considered home (Silvanesti or
 Cristyne, Sylvyana's choice) with a successful DC 16 level
 check (1d20 +20). Only the actions of a deity can grant
 Sylvyana permanent release—even the use of a *wish* or
miracle spell serves only to delay Sylvyana's return by 1d4
 weeks. In Sylvyana's case, she may also choose to re-enter
 the River of Time instead of being rejuvenated, returning
 at a later date in the future at the whim of Chemosh.

Wild Shape (Su) Sylvyana is able to take on the form of
 any Tiny, Small, Medium, Large, or Huge animal or
 plant of up to 20 HD for up to 20 hours, 6 times a day.
 She may also take the form of any Small, Medium,
 Large, or Huge elemental for up to 20 hours, 3 times a
 day. Changing to animal, plant, or elemental form is a
 standard action and restores 20 hit points to Sylvyana,
 as if she had rested for a night. Sylvyana usually uses
 this ability to assume the form of a treant (for added
 strength) or a Huge air elemental (for flight speed).

Minions, Monsters, and Minor Characters

ALLIP MOB

CR 8

NE Gargantuan undead (incorporeal) (mob
 of Medium undead [incorporeal])
 Init +0; Senses darkvision 60 ft.; Listen +7, Spot +7
 Languages Common, Goblin

AC 11, touch 7, flat-footed 10
 hp 180 (30 HD)
 Immune incorporeal traits, undead traits
 Resist turn resistance +2
 Fort +9, Ref +20, Will +17

Spd fly 20 ft. (perfect)
 Melee mob (1d4 Wisdom)
 Space 20 ft.; Reach 0 ft.
 Base Atk +15; Grp +27
 Atk Options babble, expert grappler, Improved Bull
 Rush, Improved Overrun, madness, Wisdom drain
 Abilities Str —, Dex 12, Con —, Int 10, Wis 10, Cha 10
 SQ mob anatomy, mob traits, undead traits
 Feats Improved Bull Rush^B, Improved Initiative,
 Improved Overrun^B, Lightning Reflexes
 Skills Hide +8, Intimidate +7, Listen +7, Search +4,
 Spot +7, Survival +0 (+2 following tracks)

ANT-OGRE

CR 8

Male insectile ogre warrior 6
 LE Large aberration
Savage Species (Insectile template)
 Init +2; Senses darkvision 60 ft.,
 tremorsense; Listen +5, Spot +8
 Languages Ogre

AC 21, touch 11, flat-footed 19; wide vision
 hp 85 (10 HD)
 Fort +12, Ref +7, Will +3

Spd 30 ft. (hide armor); base 40 ft.; climb 30 ft.
 Melee large greatclub +13/+8 (2d8+13)
 * includes adjustments for a 2-point Power Attack
 Space 10ft.; Reach 10 ft.

Base Atk +9; Grp +19

Atk Options Improved Bull Rush, Power Attack

Abilities Str 22, Dex 14, Con 17, Int 6, Wis 13, Cha 6

Feats Improved Bull Rush, Lightning Reflexes,

Power Attack, Weapon Focus (greatclub)

Skills Climb +9, Listen +5, Spot +8

Possessions hide armor, large greatclub

Tremorsense (Ex) An insectile creature can automatically sense the location of anything within 60 ft. that is in contact with the ground.

Wide Vision (Ex) An insectile creature gains a +4 racial bonus to Spot checks and cannot be flanked.

BLOODRAGER CRISTYNE GRIFFON CR 10

NE Huge magical beast

Bestiary of Krynn (Bloodrager template)

Init +2; Senses darkvision 60 ft., low-light vision, scent; Listen +12, Spot +16

AC 22, touch 9, flat-footed 21

hp 238 (19 HD) ; DR 5/magic

Immune disease, poison

Fort +18, Ref +12, Will +8

Weakness *allomanya* addiction

Spd 40 ft.; fly 90 ft. (average)

Melee* bite +19 (3d8+21) and 2 claws each +17 (1d8+19)
* includes adjustments for a 10-point Power Attack

Space 15ft.; Reach 10 ft.

Base Atk +19; Grp +38

Atk Options Blood-Fury, Cleave, Flyby Attack, pounce, Power Attack, rake 1d8+5

Special Actions rage (11 rounds)

Abilities Str 32, Dex 13, Con 24, Int 5, Wis 11, Cha 8

Feats Cleave, Flyby Attack, Improved Natural Armor, Iron Will, Multiattack, Power Attack, Weapon Focus (bite)

Skills Jump +19, Listen +12, Spot +16

Allomanya Addiction The bloodrager griffon is addicted to *allomanya* (see Appendix One for more details). If it does not ingest a vial of *allomanya* every 24 hours, it begins to suffer the effects of withdrawal. Its addiction also means that it is resistant to *cure* spells and cured by *inflict* spells. The griffon's increased ability scores and natural armor from *allomanya* addiction are already factored into its statistics above.

Blood-Fury (Su) A bloodrager's natural attacks can confer a supernatural disease known as blood-fury. The blood-fury has a different effect, depending upon the creature it attacks. For attacks against aberrations, dragons, fey, giants, humanoids, or monstrous humanoids: Disease (Fort DC 26), incubation period 1d3 days, damage 1d3 Con and 1d3 Wis. For attacks against animals, magical beasts, and vermin: if they fail their initial Fortitude saving throw (DC 26), they will transform into a bloodrager within 1d3 days, unless they are treated with a *cure disease* or similar effect. Once the transformation is complete, it cannot be reversed by any spell or effect less than *heal*, *limited wish*, *miracle*, or *wish*.

Rage (Ex) Once injured, the bloodrager enters a frenzy, and its statistics are modified as follows. It cannot end its rage early.

AC 20, touch 7, flat-footed 19

Fort +19, Will +9

Melee* bite +20 (3d8+22) or

Melee* bite +20 (3d8+22) and 2 claws +18 (1d8+20)

* includes adjustments for a 10-point Power Attack

Base Atk +19; Grp +31

Abilities Str 34, Con 26

Skills Jump +20

CRISTYNE GRIFFON

CR 8

N Huge magical beast

Init +2; Senses darkvision 60 ft., low-light vision, scent; Listen +12, Spot +16

AC 19, touch 9, flat-footed 18

hp 200 (19 HD)

Fort +16, Ref +12, Will +9

Spd 30 ft.; fly 80 ft. (average)

Melee* bite +17 (3d6+19) and 2 claws each +15 (1d6+17)
* includes adjustments for a 10-point Power Attack

Space 15 ft.; Reach 10 ft.

Base Atk +19; Grp +36

Atk Options Cleave, Flyby Attack, pounce, Power Attack, rake 1d6+2

Abilities Str 28, Dex 13, Con 20, Int 5, Wis 13, Cha 8

Feats Cleave, Flyby Attack, Improved Natural Armor, Iron Will, Multiattack, Power Attack, Weapon Focus (bite)

Skills Jump +13, Listen +12, Spot +16

CROWS OF THE ENDLESS HUNGER CR 12

Male wichtlani Kagonesti elf druid 11 of Chemosh

NE Medium humanoid

Init +8; Senses elvensight (darkvision 30 ft., low-light vision), scent; Listen +20, Spot +20

Languages Common, Elven, Ergot, Sylvan

AC 23, touch 14, flat-footed 19

hp 53 (11 HD)

Immune energy drain, paralysis, poison, *sleep*

Resist *cure* spells

Fort +7, Ref +7, Will +11 (+13 against enchantments, +15 against fey spell-like effects)

Weakness *allomanya* addiction

Spd 40 ft.; woodland stride

Melee +1 *flaming scimitar* +9/+4 (1d6+1/18-20 plus 1d6 fire) and bite +3 (1d6) or

Melee +1 *flaming scimitar* +7/+2 (1d6+1/18-20 plus 1d6 fire) and +1 *frost scimitar* +7 (1d6+1/18-20 plus 1d6 frost) and bite +2 (1d6)

Base Atk +8; Grp +8

Atk Options improved grab

Special Actions natural spell, rage 1/day (5 rounds), wild shape (5/day, Large, Tiny)

Druid Spells Prepared (CL 11th, +8 melee touch, +12 ranged touch)

6th—*fire seeds* (DC 20)

5th—*call lightning storm* (DC 20), *drown* (DC 19)

4th—*dispel magic* (DC 18), *flame strike* (DC 19), *ice storm* (DC 19), *spike stones* (DC 18)

3rd—*call lightning* (DC 18) (2), *dominate animal*, *poison* (DC 17), *spike growth* (DC 17)

2nd—*bear's endurance*, *flaming sphere* (DC 17), *hold animal* (DC 16), *resist energy*, *summon swarm*
1st—*charm animal*, *entangle* (DC 15), *faerie fire* (2), *faerie fire*, *obscuring mist*, *speak with animals*
0—*create water*, *detect magic*, *guidance*, *light*, *mending*, *resistance*

Abilities Str 10, Dex 18, Con 10, Int 12, Wis 18, Cha 12
SQ animal companion, nature sense, trackless step, wild empathy +14 (magical beasts +10)

Feats Combat Casting, Improved Initiative^B, Natural Spell, Spell Focus (evocation), Track, Two-Weapon Fighting
Skills Concentration +14 (+18 casting defensively), Handle Animal +10, Heal +14, Jump +4, Knowledge (nature) +11, Listen +20, Ride +14, Spellcraft +9, Spot +20, Survival +20 (+22 in above ground natural environments), Swim +6
Possessions combat gear plus +3 *leather armor*, +1 *flaming scimitar*, +1 *frost scimitar*, *amulet of natural armor* +2, *druid's vestments*

Allomanya Addiction Crows are addicted to *allomanya* (see Appendix One for more details). If they do not ingest a vial of *allomanya* every 24 hours, they begin to suffer the effects of withdrawal. The addiction also means that they are resistant to *cure* spells and cured by *inflict* spells. The Crows' increased ability scores and natural armor from *allomanya* addiction are already factored into their statistics above.

Animal Companion (Ex) Because of their wichtlini state, Crows do not have an animal companions.

Improved Grab (Ex) To use this ability, the Crows must hit with their bite attack. They can then attempt to start a grapple as a free action without provoking an attack of opportunity. If they win the grapple check, they establish a hold and can deliver bite damage automatically each round with a successful grapple check. They can only use this ability on a creature one size smaller than themselves or smaller.

Rage (Ex) When the Crows rage, their statistics change as follows:

AC 23, touch 12, flat-footed 17
hp 70

Fort +9, Will +13 (+15 against enchantments, +17 against fey spell-like effects)

Melee +1 *flaming scimitar* +10/+5 (1d6+3/18-20 plus 1d6 fire) and bite +4 (1d6+2) or

Melee +1 *flaming scimitar* +8/+3 (1d6+3/18-20 plus 1d6 fire) and +1 *frost scimitar* +8 (1d6+2/18-20 plus 1d6 frost) and bite +4 (1d6+2)

Grp +10

Abilities Str 14, Con 14

Skills Jump +6, Swim +8

DRYAD WICHTLINS

CR 12

Female wichtlin dryad sorcerer 6

NE Medium undead (incorporeal augmented fey)

Bestiary of Krynn (Wichtlin template, modified in Appendix One)

Init +6; Senses darkvision 60 ft.; Listen +2, Spot +17

Languages Common, Elven, Sylvan

AC 22, touch 22, flat-footed 16

hp 60 (10 HD); DR 5/cold iron, 10/silver and magic

Immune incorporeal traits, undead traits

Resist turn resistance +4

Fort +5, Ref +12, Will +11

Spd 30 ft.

Melee dagger +11 (1d4/19-20) and touch +6 (1d6 negative energy plus poison or paralysis) or

Ranged mwk longbow +12 (1d8/x3)

Base Atk +5; Grp +5

Atk Options elfstroke

Special Actions create spawn, partial invisibility

Sorcerer Spells Known (CL 6th, +11 melee touch,

+11 ranged touch; 1d20+8 to overcome SR)

3rd (4/day)—*vampiric touch* (DC 20)

2nd (6/day)—*ghoul touch* (DC 19), *spectral hand*

1st (7/day)—*chill touch* (DC 18), *magic missile*, *ray of enfeeblement* (DC 18), *shocking grasp*

0 (6/day)—*daze* (DC 16), *detect magic*, *detect poison*, *flare* (DC 14), *light*, *message*, *touch of fatigue* (DC 17)

Spell-Like Abilities (CL 10th)

at will—*entangle* (DC 13), *poison* (DC 21, may only be used on a living creature without elven blood that is hit by the wichtlin's touch attack), *speak with plants*, *suggestion* (DC 21, may only be used on an elf or half-elf paralyzed by the wichtlin), *tree shape*

3/day—*charm person* (DC 13), *deep*

slumber (DC 15), *tree stride*

1/day—*suggestion* (DC 15)

Abilities Str —, Dex 23, Con —, Int 10, Wis 15, Cha 23

SQ summon familiar, tree dependent, wild empathy +12 (magical beasts +8)

Feats Great Fortitude, Spell Focus (necromancy), Spell Penetration, Weapon Finesse

Skills Concentration +6, Escape Artist +13, Handle

Animal +13, Hide +21, Knowledge (nature) +9,

Move Silently +21, Ride +10, Spellcraft +6, Spot

+17, Survival +9 (+11 in above ground natural environments), Use Rope +6 (+8 involving bindings)

Possessions dagger, mwk longbow with 20 arrows

Create Spawn (Su) An elf or half-elf slain by a wichtlin rises in seven days as a wichtlin. Wichtlin created in this way are not under the control of the wichtlin who spawned them, but will usually work with other wichtlins in service to Chemosh.

Elfstroke (Su) Any elf of half-elf a wichtlin hits with its touch attack must succeed on a DC 21 Fortitude save or be paralyzed for 2d4 rounds. *Remove paralysis* or any spell that can remove a curse can free the victim. The effect cannot be dispelled. Anyone paralyzed by the wichtlin seems dead, though a DC 20 Spot check or a DC 15 Heal check reveals that the victim is still alive.

Partial Invisibility (Su) A wichtlin's body is mostly transparent, apart from its skeletal hands and its eyes. This grants the wichtlin concealment (20% miss chance). Opponents who cannot see the wichtlin ignore this effect (although they still suffer the penalties of fighting an unseen opponent). A wichtlin that kills a victim becomes visible for 1d4 rounds, temporarily negating this effect. *True seeing* and *see invisibility* also negate this effect.

ERGOTHIAN MARINES

CR 8

Male or female civilized human mariner 6/fighter 2

LN Medium humanoid

Legends of the Twins (revised Mariner class)

Init +6; Senses Listen +2, Spot +13

Languages Common, Ergot

AC 15, touch 12, flat-footed 13; back-to-back +1, Dodge, Mobility

hp 41 (8 HD)

Fort +10, Ref +8, Will +3

Spd 30 ft.; *Spring Attack*

Melee +1 rapier +12/+7 (1d6+4/17-20) or

Ranged mwk composite longbow (Str +3) +11 (1d8+3/x3)

Base Atk +8; Grp +11

Atk Options Combat Expertise, dirty strike +2d4, Improved Disarm, Whirlwind Attack

Combat Gear *potion of cure serious wounds*, *potion of enlarge person*

Abilities Str 16, Dex 14, Con 12, Int 14, Wis 10, Cha 8

SQ sailor lore, seamanship +2

Feats Alertness^B, Combat Expertise^B, Dodge, Improved Disarm^B, Improved Initiative^B, Mobility, Spring Attack, Whirlwind Attack^B
Skills Balance +11, Climb +10 (+12 using ropes), Gather Information +6, Intimidate +7, Jump +10, Knowledge (local) +7, Knowledge (nature) +9, Listen +2, Profession (sailor) +9, Spot +13, Survival +8 (+10 in above ground natural environments), Swim +14, Tumble +15, Use Rope +7

Possessions combat gear plus *mwk studded leather*, +1 rapier, *mwk dagger*, *mwk composite longbow* (+3 Str) with 50 arrows, *cloak of resistance +1*

Banquet For the banquet, the Ergothian marines are equipped as follows:

AC 12, touch 12, flat-footed 10; back-to-back +1, Dodge, Mobility

Possessions combat gear plus +1 rapier, *mwk dagger*, *cloak of resistance +1*

Back-to-Back (Ex) Whenever a marine is adjacent to an ally and using the fighting defensively or total defense combat options, he gains a +1 dodge bonus to his AC. He loses this bonus if he is denied his Dexterity bonus to AC or if the marine or the ally moves more than 5 ft. away.

Dirty Strike (Ex) A marine may choose to make a single melee attack on his turn as a full round action that deals an additional 2d4 points of damage. The additional damage caused by a dirty strike is the same kind of damage as the weapon used in the attack. This ability has no effect on creatures without a discernable anatomy or that are immune to critical hits, such as constructs, oozes, plants, or undead. Additional damage from a dirty strike is not multiplied if the marine scores a successful critical hit.

Sailor Lore (Ex) A marine may make a special sailor lore check at a +8 to see whether he knows some relevant information about local people or history, far away places, or strange superstitions. This check will not necessarily reveal true information, as much of the time the marine heard it from someone who heard it from a friend, who

heard it from a guy, etc. He may not take 10 or 20 on this check; this sort of knowledge is essentially random.
Seamanship (Ex) A marine gains a +2 competence bonus to all Balance, Climb, and Profession (sailor) checks.

FREE CITY WATCH

CR 1

Male civilized human warrior 2

NG Medium humanoid

Init +0; Senses special; Listen +2, Spot +2

Languages Common

AC 15, touch 10, flat-footed 15

hp 11 (2 HD)

Fort +3, Ref +0, Will +0

Spd 20 ft. (scale mail); base 30 ft.

Melee glaive +2 (1d10/x3) or

Melee short sword +2 (1d6/19-20)

Base Atk +2; Grp +2

Abilities Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10

Feats Alertness^B, Toughness

Skills Handle Animal +5, Intimidate +5,

Listen +2, Ride +5, Spot +2

Possessions scale mail, light wooden shield, glaive, short sword

GHOUL MOB

CR 8

CE Gargantuan undead (mob of Medium undead)

Init +0; Senses darkvision 60 ft.; Listen +0, Spot +5

Languages Common, Goblin

AC 10, touch 8, flat-footed 8

hp 180 (30 HD)

Immune undead traits

Resist turn resistance +2

Fort +9, Ref +11, Will +17

Spd 20 ft.

Melee mob (5d6 plus paralysis)

Space 20 ft.; Reach 0 ft.

Base Atk +16; Grp +28

Atk Options expert grappler, ghoul fever, Improved Bull Rush, Improved Overrun, paralysis, trample 2d6+1

Abilities Str 13, Dex 15, Con —, Int 10, Wis 10, Cha 10

SQ mob anatomy, mob traits, undead traits

Feats Improved Bull Rush^B, Improved Overrun^B, Multiattack

Skills Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +5

GREATER WYVERN

CR 14

N Huge dragon

Init +0; Senses darkvision 60 ft., low-light vision, scent; Listen +27, Spot +30

AC 21, touch 8, flat-footed 21

hp 220 (21 HD)

Immune paralysis, *sleep*

Fort +16, Ref +12, Will +13

Spd 20 ft., fly 60 ft. (poor)

Melee sting +27 (2d6+8 plus poison [DC 26, 2d6 Con/2d6 Con]) and bite +25 (4d8+8) and 2 wings +25 (2d6+4) and 2 talons +27 (4d6+8)

Space 15 ft.; Reach 10 ft.

Base Atk +21; Grp +37

Atk Options Flyby Attack, improved grab

Abilities Str 27, Dex 10, Con 19, Int 6, Wis 12, Cha 9

Feats Ability Focus (poison), Alertness, Flyby Attack, Improved Natural Armor (x2), Improved Natural Attack (bite), Improved Natural Attack (sting), Improved Natural Attack (talons), Multiattack

Skills Hide +16, Listen +27, Move Silently +24, Spot +30

Improved Grab (Ex) To use this ability, a greater wyvern must hit with its talons. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and stings.

HOUSE PROTECTOR BODYGUARDS CR 10

Male Silvanesti elf paladin 3 of Mishakal/fighter 7

LG Medium humanoid

Init +5; Senses elvensight (darkvision 30 ft., low-light vision); Listen +4, Spot +4

Aura courage (10 ft., +4 morale bonus to saves against fear effects)

Languages Common, Elven

AC 18, touch 11, flat-footed 17

hp 73 (10 HD)

Immune disease, fear, *sleep*

Fort +11, Ref +6, Will +6 (+8 against enchantments)

Spd 30 ft.

Melee +2 *merciful rapier* +15/+10 (1d6+6/18-20 plus 1d6 nonlethal)

Base Atk +10; Grp +12

Atk Options Cleave, Improved Bull Rush, Power Attack, Quick Draw, smite evil 1/day (+3 damage)

Special Actions lay on hands (6 hp/day)

Spell-Like Abilities

at will—*detect evil*

Abilities Str 14, Dex 12, Con 12, Int 10, Wis 12, Cha 14

SQ aura of good

Feats Cleave^B, Improved Bull Rush^B, Improved Initiative^B, Power Attack, Quick Draw, Toughness, Weapon Focus (rapier), Weapon Specialization (rapier)^B

Skills Diplomacy +4, Handle Animal +6, Intimidate +6, Knowledge (nobility and royalty) +4, Knowledge (religion) +4, Ride +7, Sense Motive +3

Possessions +2 *elven chain*, +2 *merciful rapier*

Banquet For the banquet, the House Protector bodyguards are equipped as above.

KNIGHTS OF THE CROWN CR 8

Male civilized human fighter 4/Knight of the Crown 4

LG Medium humanoid

Knightly Orders of Ansalon (revised Knight of the Crown prestige class)

Init +0; Senses Listen -1, Spot -1

Languages Common, Ergot, Solamnic

AC 15, touch 9, flat-footed 15

hp 50 (8 HD); Diehard

Resist Honor-Bound

Fort +9, Ref +1, Will +3 (+4 against fear and compulsion spells and effects)

Spd 20 ft. (chainmail); base 30 ft.

Melee* mwk longsword +8/+3 (1d8+6/19-20)

* includes adjustments for a 4-point Power Attack

Base Atk +8; Grp +10

Atk Options Cleave, Mounted Combat,

Power Attack, Ride-By Attack

Special Actions strength of honor (+4

Str for 4 rounds) 2/day

Abilities Str 14, Dex 9, Con 12, Int 10, Wis 8, Cha 12

SQ fight to the death, heroic initiative +1,

honorable will, knightly courage

Feats Cleave^B, Diehard^B, Honor-Bound^B, Iron

Will, Mounted Combat^B, Power Attack^B, Ride-By Attack, Weapon Focus (longsword)

Skills Diplomacy +7, Handle Animal +7, Knowledge (nobility and royalty) +6, Ride +12

Possessions chainmail, light steel shield, mwk longsword

Banquet For the banquet, the Knights of the Crown are equipped as follows:

AC 9, touch 9, flat-footed 9

Melee dagger +10/+5 (1d4+2/19-20)

Possessions dagger

Fight to the Death (Ex) The Knights of the Crown gain the Diehard feat as a bonus feat.

Heroic Initiative (Ex) The Knights of the Crown gain a +1 bonus on initiative checks.

Honorable Will (Su) The Knights of the Crown apply their Charisma modifier as a morale bonus on all saving throws against compulsion spells and effects.

Knightly Courage (Su) The Knights of the Crown apply their Charisma modifier as a morale bonus on all saving throws against fear effects.

Strength of Honor (Su) Twice a day as a free action, the Knights of the Crown can gain a +4 morale bonus to their Strength score for 4 rounds.

LOCUST-TROLL

CR 10

Male insectile troll warrior 5

CE Large aberration

Savage Species (Insectile template)

Init +4; Senses darkvision 90 ft., low-light vision, scent, tremorsense; Listen +6, Spot +11

Languages Giant

AC 20, touch 13, flat-footed 16; wide vision

hp 125 (11 HD); regeneration 5

Fort +15, Ref +7, Will +5

Spd 30 ft.; climb 30 ft.

Melee 2 claws each +16 (1d6+7) and bite +10 (1d4+3)

Space 10 ft.; Reach 10 ft.

Base Atk +9; Grp +20

Special Actions rend 2d6+10

Abilities Str 24, Dex 18, Con 23, Int 6, Wis 11, Cha 6

Feats Alertness, Iron Will, Track, Weapon Focus (claw)

Skills Climb +7, Jump +20, Listen +6, Spot +11

Rend (Ex) If the locust-troll hits with both claw attacks, it latches onto its target's body and tears its flesh. This attack automatically deals an additional 2d6+10 points of damage.

Regeneration (Ex) Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion

regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Tremorsense (Ex) An insectile creature can automatically sense the location of anything within 60 ft. that is in contact with the ground.

Wide Vision (Ex) An insectile creature gains a +4 racial bonus to Spot checks and cannot be flanked.

PASHIN ELVEN WARRIORS

CR 5

Male Silvanesti elf warrior 6
CG Medium humanoid
Init +1; Senses elvensight (darkvision 30 ft., low-light vision); Listen +1; Spot +1
Languages Elven

AC 11, touch 11, flat-footed 10; Dodge
hp 25 (6 HD)
Immune *sleep*
Fort +4, Ref +3, Will +1 (+3 against enchantments)
Weakness light blindness

Spd 30 ft.
Melee unarmed strike +8/+3 (1d3+2 nonlethal plus sunblight)
Base Atk +6; Grp +8
Atk Options Power Attack, sunblight

Abilities Str 14, Dex 13, Con 10 (8 current), Int 12, Wis 9, Cha 6
Feats Dodge, Power Attack, Weapon Focus (longsword)
Skills Climb +11, Jump +11, Ride +3, Swim +7

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds the elf for 1 round. In addition, he takes a –1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

Sunblight Contact; DC 18; Incubation 3d4 weeks; Damage 1d3 Con (see Sunblight sidebar). The Pashin elven warriors have contracted sunblight and have lost 2 Constitution due to the disease.

QUALIMORI COURTIER

CR 4

Male or female Qualinesti aristocrat 3/expert 2
NG Medium humanoid
Init +1; Senses elvensight (darkvision 30 ft., low-light vision); Listen +4, Spot +4
Languages Common, Elven, Sylvan

AC 11, touch 11, flat-footed 10
hp 18 (5 HD)
Immune *sleep*
Fort +0, Ref +2, Will +6 (+8 against enchantments)

Spd 30 ft.
Melee unarmed strike +3 (1d3 nonlethal)
Base Atk +3; Grp +3

Abilities Str 10, Dex 12, Con 8, Int 11, Wis 11, Cha 12
Feats Alertness, Negotiator
Skills Diplomacy +12, Gather Information +10, Knowledge (history) +5, Knowledge (nobility and royalty) +12, Listen +4, Search +3, Sense Motive +11, Spot +4

Banquet For the banquet, the Qualimori courtiers are equipped as above.

RAVEN WITCHES

CR 12

Female kyrie mystic 10 of Alteration
NE Medium monstrous humanoid
Bestiary of Krynn (Kyrie)
Init +5; Senses darkvision 60 ft.; Listen +10, Spot +4
Languages Auran, Elven, Kothian

AC 17, touch 15, flat-footed 12
hp 81 (14 HD)
Fort +11, Ref +12, Will +15

Spd 20 ft., fly 50 ft. (good)
Melee 2 claws each +16 (1d6-1)
Base Atk +11; Grp +10
Mystic Spells Known (CL 13th, +10 melee touch, +16 ranged touch; 1d20+15 to overcome SR)
6th (4/day)—*blade barrier* (DC 20), *flesh to stone*^D (DC 21; CL 14th), *harm* (DC 20)
5th (6/day)—*baleful polymorph*^D (DC 20; CL 14th), *dispel good* (DC 19), *flame strike* (DC 19), *slay living* (DC 19)
4th (7/day)—*cure critical wounds*, *inflict critical sounds* (DC 18), *poison* (DC 18), *polymorph*^D (CL 14th), *summon monster IV*
3rd (7/day)—*bestow curse* (DC 17), *dispel magic*, *gaseous form*^D (CL 14th), *magic circle against good*, *protection from energy*
2nd (7/day)—*alter self*^D (CL 14th), *bull's strength*, *darkness*, *desecrate*, *inflict moderate wounds* (DC 16), *owl's wisdom*
1st (7/day)—*bane* (DC 15), *cause fear* (DC 15), *detect good*, *doom* (DC 15), *enlarge person*^D (CL 14th), *protection from good*
0 (6/day)—*create water*, *detect magic*, *detect poison*, *guidance*, *inflict minor wounds* (DC 14), *light*, *mending*, *read magic*, *resistance*
^D: Domain spell. Domain: Alteration

Abilities Str 8, Dex 20, Con 12, Int 13, Wis 19, Cha 8
Feats Combat Casting, Great Fortitude, Spell Focus (Transmutation), Spell Penetration, Weapon Finesse
Skills Concentration +11 (+15 casting defensively), Handle Animal +4, Knowledge (nature) +6, Knowledge (religion) +11, Listen +10, Spellcraft +11, Survival +9 (+11 in above ground natural environments)

RUMORSMITH ENFORCER

CR 8

Male or female civilized human rogue 8
N Medium humanoid
Init +4; Senses Listen +8, Spot +8
Languages Common, Ergot

AC 14, touch 10, flat-footed 14; improved uncanny dodge, uncanny dodge
hp 35 (8 HD)
Fort +3, Ref +6, Will +1; evasion

Spd 30 ft.
Melee +1 rapier +9/+4 (1d6+3/18-20) or
Ranged mwk hand crossbow +7 (1d4/19-20)
Base Atk +6; Grp +8
Atk Options sneak attack +4d6

Abilities Str 14, Dex 10, Con 12, Int 10, Wis 8, Cha 12
SQ trap sense +2, trapfinding

Feats Improved Initiative, Investigator, Persuasive, Skill Focus (Intimidate)^B
 Skills Bluff +14, Diplomacy +16, Disguise +1 (+3 to act in character), Gather Information +16, Hide +6, Intimidate +19, Knowledge (local) +10, Listen +8, Search +12, Sense Motive +10, Sleight of Hand +2, Spot +8
 Possessions +1 *studded leather*, +1 *rapier*, mwk hand crossbow with 5 bolts

RUMORSMITH ELFKILLERS CR 10

Male or female civilized human rogue 5/assassin 5
 CE Medium humanoid

Init +5; Senses Listen +9, Spot +9

Languages Common, Elven, Ergot

AC 13, touch 11, flat-footed 12; Dodge, improved uncanny dodge, Mobility, uncanny dodge

hp 35 (10 HD)

Fort +2 (+4 against poison), Ref +9, Will +3; evasion Spd 30 ft.

Melee +1 *short sword* +8 (1d6+1/19-20)

Base Atk +6; Grp +6

Atk Options death attack (DC 17), sneak attack +6d6

Assassin Spells Known (CL 5th, +6 melee

touch, +7 ranged touch)

2nd (3/day)—*cat's grace*, *darkness*, *invisibility*

1st (4/day)—*disguise self*, *feather fall*,

ghost sound, *true strike*

Abilities Str 11, Dex 13, Con 10, Int 14, Wis 9, Cha 8

SQ poison use, trap sense +1, trapfinding

Feats Dodge, Improved Initiative^B, Iron Will, Mobility, Weapon Focus (short sword)

Skills Appraise +8, Decipher Script +8, Disable

Device +13, Disguise +10, Forgery +13, Gather

Information +10, Hide +14, Listen +9, Move

Silently +14, Open Lock +12, Search +12, Spot +9

Possessions mwk leather armor, +1 *short sword*

RUMORSMITH SUMMONERS CR 9

Male hill dwarf sorcerer 9

CN Medium humanoid

Legends of the Twins (Quick-Thinking feat)

Init +4; Senses darkvision 60 ft.; Listen +1, Spot +3

Languages Common, Dwarven

AC 18, touch 12, flat-footed 16; +4 against giant type

hp 41 (9 HD)

Resist +2 save against spells and spell-like effects, stability (+4 against bull rush and trip)

Fort +5 (+7 against poison), Ref +5, Will +7

Spd 20 ft.

Melee mwk quarterstaff +4 (1d6-1/20)

Base Atk +4; Grp +3

Atk Options +1 attack bonus against goblinoids

Sorcerer Spells Known (CL 9th, +3 melee

touch, +6 ranged touch)

4th (4/day)—*ice storm*, *summon monster IV*

3rd (6/day)—*sleet storm*, *stinking cloud*

(DC 16), *summon monster III*

2nd (7/day)—*acid arrow*, *invisibility*,

summon monster II, *summon swarm*

1st (6/day)—*mage armor**, *magic missile*, *obscuring mist*, *ray of enfeeblement* (DC 13), *summon monster I*

0 (6/day)—*acid splash*, *daze*, *detect magic*, *flare*, *ghost sound*, *light*, *message*, *prestidigitation*

* already cast

Abilities Str 8, Dex 14, Con 15, Int 10, Wis 12, Cha 15

SQ stonecunning

Feats Augment Summoning, Combat Casting,

Quick-Thinking, Spell Focus (conjunction)

Skills Concentration +14 (+18 casting defensively),

Knowledge (arcana) +6, Spellcraft +8

Possessions mwk quarterstaff, *amulet of natural armor* +2

RUMORSMITH THUG CR 4

Male or female civilized human rogue 4

N Medium humanoid

Init +4; Senses Listen +5, Spot +6

Languages Common, Ergot

AC 13, touch 10, flat-footed 13; uncanny dodge

hp 12 (4 HD)

Fort +1, Ref +4, Will +1; evasion

Spd 30 ft.

Melee mwk short sword +5 (1d6+1/19-20)

Base Atk +3; Grp +4

Atk Options sneak attack +2d6

Abilities Str 12, Dex 10, Con 11, Int 10, Wis 10, Cha 11

SQ trap sense +1, trapfinding

Feats Improved Initiative, Investigator,

Skill Focus (Intimidate)^B

Skills Bluff +7, Diplomacy +9, Disguise +0 (+2 to act

in character), Gather Information +11, Hide +5,

Intimidate +12, Knowledge (local) +7, Listen +5, Search

+9, Sense Motive +7, Sleight of Hand +2, Spot +6

Possessions mwk studded leather, mwk short sword

SILVAMORI COURTIER CR 4

Male or female Silvanesti aristocrat 5

LG Medium humanoid

Init +1; Senses elvensight (darkvision 30 ft.,

low-light vision); Listen +4, Spot +4

Languages Common, Elven

AC 11, touch 11, flat-footed 10

hp 18 (5 HD)

Immune *sleep*

Fort +0, Ref +2, Will +4 (+6 against enchantments)

Spd 30 ft.

Melee unarmed strike +3 (1d3 nonlethal)

Base Atk +3; Grp +3

Abilities Str 10, Dex 12, Con 8, Int 13, Wis 11, Cha 10

Feats Alertness, Negotiator

Skills Bluff +9, Diplomacy +13, Gather Information

+9, Knowledge (nobility and royalty) +12, Listen

+4, Search +3, Sense Motive +11, Spot +4

Banquet For the banquet, the Silvamori

courtiers are equipped as above.

SILVANESTI WICHTLIN CULTISTS CR 10

Male or female wichtlin Silvanesti elf cleric 8 of Chemosh

NE Medium undead (augmented humanoid)

Bestiary of Krynn (Wichtlin template)

Init +4; Senses elvensight (darkvision 60 ft., low-light vision); Listen +5, Spot +13

Languages Common, Elven

AC 22, touch 14, flat-footed 18

hp 52 (8 HD); DR 10/silver and magic

Immune undead traits

Resist turn resistance +2

Fort +6, Ref +6, Will +9 (+11 against enchantments)

Spd 30 ft.

Melee +1 sickle +7/+2 (1d6+1) and touch +1 (1d6 negative energy plus poison or paralysis)

Base Atk +6; Grp +6

Atk Options elfstroke

Special Actions create spawn, death touch 1/day (8d6), partial invisibility, spontaneous casting (*inflict* spells), rebuke or command undead 6/day (+5, 2d6+11, 8th)

Cleric Spells Prepared (CL 8th, +6 melee touch, +10 ranged touch; 1d20+10 to overcome SR)

4th—*inflict critical wounds* (DC 18), *poison* (DC 18), *unholy blight* (DC 17, CL 9th)

3rd—*animate dead*^E (CL 9th), *bestow curse* (DC 17), *inflict serious wounds* (DC 17), *magic circle against good*^E (CL 9th), *searing light* (DC 16)

2nd—*death knell*^{DE} (DC 16, CL 9th), *desecrate*^E (CL 9th), *hold person* (DC 16), *silence* (DC 15), *summon monster II*

1st—*bane* (DC 15), *curse water*^E (CL 9th), *detect good*, *doom* (DC 15), *inflict light wounds* (DC 15), *protection from good*^{DE} (CL 9th)

0—*detect magic*, *detect poison*, *inflict minor wounds* (DC 14), *light*, *read magic*, *resistance*

^D: Domain spell. ^E: Evil spell. Domain: Death, Evil

Spell-Like Abilities (CL 8th)

at will—*poison* (DC 17, may only be used on a living creature without elven blood that is hit by the wichtlin's touch attack), *suggestion* (DC 17, may only be used on an elf or half-elf paralyzed by the wichtlin)

Abilities Str 10, Dex 18, Con —, Int 7, Wis 16, Cha 17

Feats Spell Focus (enchantment), Spell Focus (necromancy), Spell Penetration

Skills Knowledge (religion) +8, Spellcraft +8, Spot +13

Possessions +1 studded leather, +1 sickle

Create Spawn (Su) An elf or half-elf slain by a wichtlin rises in seven days as a wichtlin. Wichtlin created in this way are not under the control of the wichtlin who spawned them, but will usually work with other wichtlins in service to Chemosh.

Elfstroke (Su) Any elf or half-elf a wichtlin hits with its touch attack must succeed on a DC 17 Fortitude save or be paralyzed for 2d4 rounds. *Remove paralysis* or any spell that can remove a curse can free the victim. The effect cannot be dispelled. Anyone paralyzed by the wichtlin seems dead, though a DC 20 Spot check or a DC 15 Heal check reveals that the victim is still alive.

Partial Invisibility (Su) A wichtlin's body is mostly transparent, apart from its skeletal hands and eyes. This grants the wichtlin concealment (20%

miss chance). Opponents who cannot see the wichtlin ignore this effect (although they still suffer the penalties of fighting an unseen opponent). A wichtlin that kills a victim becomes visible for 1d4 rounds, temporarily negating this effect. *True seeing* and *see invisibility* also negate this effect.

STAG RIDER WICHTLINS

CR 10

Male wichtlin Kagonesti elf ranger 4/fighter 4

NE Medium undead (augmented humanoid)

Bestiary of Krynn (Wichtlin template)

Init +5; Senses elvensight (darkvision 60 ft., low-light vision); Listen +5, Spot +14

Languages Elven, Sylvan

AC 22, touch 15, flat-footed 17

hp 52 (8 HD); DR 10/silver and magic

Immune undead traits

Resist turn resistance +2

Fort +8, Ref +10, Will +2 (+4 against enchantments)

Spd 30 ft.

Melee longsword +9/+4 (1d8+1/19-20) and touch +4 (1d6 negative energy plus poison or paralysis) or

Ranged mwk composite longbow +14/+9 (1d8+2/x3) or

Ranged mwk composite longbow +12/+12/+7 (1d8+2/x3) with Rapid Shot

Base Atk +8; Grp +9

Atk Options combat style (archery), elfstroke, favored enemy elf +2, Mounted Archery, Mounted

Combat, Point Blank Shot, Precise Shot

Special Actions create spawn, partial invisibility

Spell-Like Abilities (CL 8th)

at will—*poison* (DC 14, may only be used on a living creature without elven blood that is hit by the wichtlin's touch attack), *suggestion* (DC 14, may only be used on an elf or half-elf paralyzed by the wichtlin)

Abilities Str 12, Dex 20, Con —, Int 5, Wis 10, Cha 10

SQ animal companion, wild empathy +6 (magical beasts +2)

Feats Endurance^B, Mounted Archery^B, Mounted Combat^B, Point Blank Shot, Precise Shot, Rapid Shot^B, Track^B, Weapon Focus (longbow), Weapon Specialization (longbow)^B

Skills Handle Animal +9, Hide +13, Knowledge (nature) +5, Listen +5, Move Silently +13, Ride +16, Spot +14, Survival +8 (+10 in above ground natural environments)

Possessions mwk studded leather, mwk composite longbow (+2 Str) with 20 arrows, longsword

Create Spawn (Su) An elf or half-elf slain by a wichtlin rises in seven days as a wichtlin. Wichtlin created in this way are not under the control of the wichtlin who spawned them, but will usually work with other wichtlins in service to Chemosh.

Elfstroke (Su) Any elf or half-elf a wichtlin hits with its touch attack must succeed on a DC 14 Fortitude save or be paralyzed for 2d4 rounds. *Remove paralysis* or any spell that can remove a curse can free the victim. The effect cannot be dispelled. Anyone paralyzed by the wichtlin seems dead, though a DC 20 Spot check or a DC 15 Heal check reveals that the victim is still alive.

Partial Invisibility (Su) A wichtlin's body is mostly transparent, apart from its skeletal hands and eyes. This grants the

wichtlin concealment (20% miss chance). Opponents who cannot see the wichtlin ignore this effect (although they still suffer the penalties of fighting an unseen opponent). A wichtlin that kills a victim becomes visible for 1d4 rounds, temporarily negating this effect. *True seeing* and *see invisibility* also negate this effect.

WICHTLIN STAG

CR —

NE Large undead (augmented animal)

Bestiary of Krynn (elk, wichtlin template)

Init +3; Senses low-light vision, scent; Listen +4, Spot +12

AC 18, touch 12, flat-footed 15

hp 18 (3 HD); DR 10/silver and magic

Immune undead traits

Resist turn resistance +2

Fort +3, Ref +4, Will +1

Spd 50 ft.; Run

Melee gore +4 (1d6+2/20 plus 1d6 negative energy plus poison or paralysis) or

Melee hoof +4 (1d4+2/20 plus 1d6 negative energy plus poison or paralysis)

Space 10 ft.; Reach 5 ft.

Base Atk +2; Grp +8

Atk Options elfstroke

Special Actions create spawn, partial invisibility

Spell-Like Abilities (CL 3rd)

at will—*poison* (DC 11, may only be used on a living creature without elven blood that is hit by the wichtlin's touch attack), *suggestion* (DC 11, may only be used on an elf or half-elf paralyzed by the wichtlin)

Abilities Str 14, Dex 16, Con —, Int 2, Wis 11, Cha 10

Feats Alertness, Run^B, Toughness

Skills Hide +11, Listen +4, Move Silently +11, Spot +12, Survival +6

Create Spawn (Su) An elf or half-elf slain by a wichtlin rises in seven days as a wichtlin. Wichtlin created in this way are not under the control of the wichtlin who spawned them, but will usually work with other wichtlins in service to Chemosh.

Elfstroke (Su) Any elf or half-elf a wichtlin hits with its touch attack must succeed on a DC 11 Fortitude save or be paralyzed for 2d4 rounds. *Remove paralysis* or any spell that can remove a curse can free the victim. The effect cannot be dispelled. Anyone paralyzed by the wichtlin seems dead, though a DC 20 Spot check or a DC 15 Heal check reveals that the victim is still alive.

Partial Invisibility (Su) A wichtlin's body is mostly transparent, apart from its skeletal hands and eyes. This grants the wichtlin concealment (20% miss chance). Opponents who cannot see the wichtlin ignore this effect (although they still suffer the penalties of fighting an unseen opponent). A wichtlin that kills a victim becomes visible for 1d4 rounds, temporarily negating this effect. *True seeing* and *see invisibility* also negate this effect.

WHISPER SPIDERS

CR 8

CE Huge magical beast

Bestiary of Krynn (Whisper Spider)

Init +5; Senses darkvision 60 ft., tremorsense 60 ft.; Listen +4, Spot +6

AC 18, touch 13, flat-footed 13

hp 105 (14 HD)

Fort +11, Ref +14, Will +5

Spd 30 ft., climb 20 ft.

Melee bite +16 (3d6+7 plus poison)

Space 15 ft.; Reach 10 ft.

Base Atk +12; Grp +26

Atk Options Combat Reflexes, poison (injury, DC 23, 1d6 Wis/2d6 Wis), sneak attack +1d6

Special Actions web

Abilities Str 21, Dex 20, Con 14, Int 7, Wis 12, Cha 7

Feats Ability Focus (poison), Alertness, Combat

Reflexes, Improved Feint^B, Improved

Natural Attack, Weapon Focus (bite)

Skills Bluff +3 (+7 feint), Climb +15, Hide +9 (+11 in webs), Jump +13, Listen +4, Move Silently +13 (+15 in webs), Spot +6, Survival +2

Tremorsense (Ex) A whisper spider can detect and pinpoint any creature or object within 60 feet in contact with the ground or within any range in contact with its web.

Web (Ex) A whisper spider can throw a web eight times a day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets of up to Large size. An entangled creature can escape with a DC 19 Escape Artist check or burst through it with a DC 23 Strength check. Whisper spiders can also create sheets of sticky webbing from 5 to 60 feet square. They can position these sheets to snare flying creatures or to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check or become trapped as though by a successful web attack. Attempts to escape or burst through the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has 14 hit points and damage reduction of 5/-. Whisper spiders are also adept at fashioning their webs into flimsy shapes that enable them to trick opponents. These shapes include false spiders, banners, twisting loops, and other useful distractions. A whisper spider that uses its webbing in this manner gains a +4 circumstance bonus to Bluff checks when feinting in combat. A whisper spider can move across its own web at climb speed and pinpoint the location of any creature touching its web.

WICHTLANI CENTAUR

CR 8

Male or female wichtlani centaur ranger 3/barbarian 1

NE Large monstrous humanoid

Init +7; Senses darkvision 60 ft., scent; Listen +5, Spot +6

Languages Common, Sylvan

AC 19, touch 7, flat-footed 16

hp 80 (8 HD)

Immune energy drain, paralysis, poison, *sleep*

Resist *cure* spells

Fort +10, Ref +10, Will +9

Weakness *allomanya* addiction

Spd 70 ft.

Melee +2 large battleaxe +14/+9 (2d6+9/x3) and +1 large handaxe +13 (1d8+4/x3) and bite +7 (1d8+3) or

Ranged mwk large composite longbow +11/+6 (2d6+4/x3)
Space 10 ft.; Reach 5 ft.

Base Atk +8; Grp +19

Atk Options combat style (two-weapon fighting),
favored enemy humans +2, Improved Bull
Rush, Improved Overrun, Power Attack

Special Actions improved grab, rage 3/day (7 rounds)

Abilities Str 25, Dex 17, Con 19, Int 8, Wis 15, Cha 12

SQ wild empathy +4 (magical beasts +0)

Feats Endurance^B, Improved Bull Rush, Improved

Initiative^B, Improved Overrun, Power Attack, Track^B

Skills Jump +24, Listen +5, Search +2, Spot +6, Survival +7

Possessions combat gear plus +1 *studded leather armor*,
+2 *large battleaxe*, +1 *large handaxe*, mwk large
composite longbow (+4 Str) with 20 arrows

Allomanya Addiction All wichtlani creatures are addicted
to *allomanya* (see Appendix One for more details).

If they do not ingest a vial of *allomanya* every 24
hours, they begin to suffer the effects of withdrawal.
Their addiction also means that they are resistant to
cure spells. A wichtlani creature's increased ability
scores and natural armor from *allomanya* addiction
are already factored into this template's benefits.

Improved Grab (Ex) To use this ability, the wichtlani
centaur must hit with its bite attack. It can then attempt
to start a grapple as a free action without provoking
an attack of opportunity. If it wins the grapple check,
it establishes a hold and can deliver bite damage
automatically each round with a successful grapple
check. A wichtlani creature can only use this ability
on a creature one size smaller than itself or smaller.

Rage (Ex) The above statistics assume that the
wichtlani centaur is enraged. When not
enraged, the statistics change as follows:

AC 21, touch 9, flat-footed 18

hp 64

Fort +8, Will +7

Melee +2 *large battleaxe* +12/+7 (2d6+7/x3) and +1
large handaxe +11 (1d8+3/x3) and bite +5 (1d8+2)

Grp +17

Abilities Str 21, Dex 17, Con 15, Int 8, Wis 15, Cha 12

Skills Jump +22

WICHTLANI KAGONESTI HUNTERS CR 8

Male or female wichtlani Kagonesti
elf barbarian 4/ranger 3

NE Medium humanoid

Init +9; Senses elvensight (darkvision 60 ft., low-
light vision), scent; Listen +9, Spot +5

Languages Elven, Sylvan

AC 20, touch 15, flat-footed 15; uncanny dodge
hp 49 (7 HD)

Immune energy drain, paralysis, poison, *sleep*

Resist *cure* spells

Fort +9, Will +4

Weakness *allomanya* addiction

Spd 40 ft.

Melee +1 *longsword* +11/+6 (1d8+4/19-
20) and bite +5 (1d4+1) or

Ranged +2 *composite longbow* +14/+9 (1d8+4/x3) or

Ranged +2 *composite longbow* +12/+12/+7
(1d8+4/x3) with Rapid Shot

Base Atk +7; Grp +10

Atk Options combat style (archery),

Point Blank Shot, Precise Shot

Special Actions favored enemy humans +2,
improved grab, rage 2/day (5 rounds)

Abilities Str 16, Dex 20, Con 10, Int 10, Wis 15, Cha 10

SQ trap sense +1, wild empathy +3 (magical beasts -1)

Feats Endurance^B, Great Fortitude, Improved Initiative^B,

Point Blank Shot, Precise Shot, Rapid Shot^B, Track^B

Skills Hide +19, Knowledge (nature) +3, Jump +7,

Listen +9, Move Silently +14, Spot +5, Survival +7

Possessions mwk studded leather armor, +2

composite longbow (+2 Str) with 40 arrows, +1
longsword, mwk dagger, *cloak of elvenkind*

Banquet For the banquet, the wichtlani

Kagonesti are equipped as follows:

AC 17, touch 15, flat-footed 12; uncanny dodge

Melee mwk dagger +11/+6 (1d4+3/19-
20) and bite +5 (1d4+1)

Possessions mwk dagger, *cloak of elvenkind*

Allomanya Addiction All wichtlani creatures are addicted
to *allomanya* (see Appendix One for more details).

If they do not ingest a vial of *allomanya* every 24
hours, they begin to suffer the effects of withdrawal.
Their addiction also means that they are resistant to
cure spells. A wichtlani creature's increased ability
scores and natural armor from *allomanya* addiction
are already factored into this template's benefits.

Improved Grab (Ex) To use this ability, the wichtlani elf
must hit with its bite attack. It can then attempt to
start a grapple as a free action without provoking an
attack of opportunity. If it wins the grapple check,
it establishes a hold and can deliver bite damage
automatically each round with a successful grapple
check. A wichtlani creature can only use this ability
on a creature one size smaller than itself or smaller.

Rage (Ex) When the Wichtlani Kagonesti hunter
rages, its statistics change as follows:

AC 18, touch 13, flat-footed 13; uncanny dodge
hp 63 (7 HD)

Fort +11, Ref +9, Will +6

Melee +1 *longsword* +13/+8 (1d8+6/19-
20) and bite +7 (1d4+2)

Grp +12

Abilities Str 20, Con 14

Skills Jump +9

WICHTLANI PIXIES

CR 11

Male wichtlani pixie sorcerer 6

NE Small fey

Init +9; Senses low-light vision, scent; Listen +5, Spot +5

Languages Common, Draconic, Elven, Ergot, Sylvan

AC 19, touch 16, flat-footed 14; Dodge, Mobility
hp 15 (6 HD); DR 10/cold iron

Immune energy drain, paralysis, poison, *sleep*

Resist *cure* spells; SR 21

Fort +2, Ref +7, Will +8

Weakness *allomanya* addiction

Spd 30 ft., fly 70 ft. (good)

Melee short sword +3 (1d4-1/19-20) and bite -2 (1d4-1) or

Ranged small longbow +9 (1d6/x3)

Base Atk +3; Grp -2

Atk Options greater invisibility, improved grab, special arrows

Special Actions rage 1/day (5 rounds)

Sorcerer Spells Known (CL 6th, +2 melee

touch, +8 ranged touch)

3rd (4/day)—*hold person* (DC 18)

2nd (6/day)—*hideous laughter* (DC 17), *touch of idiocy* (DC 17)

1st (7/day)—*charm person* (DC 16), *hypnotism* (DC 16), *magic missile*, *sleep* (DC 14)

0 (6/day)—*daze* (DC 15), *detect magic*, *detect poison*, *flare* (DC 14), *light*, *message*, *open/close*

Spell-Like Abilities (CL 8th)

1/day—*lesser confusion* (DC 15), *dancing lights*, *detect chaos*, *detect good*, *detect evil*, *detect law*, *detect thoughts* (DC 16), *dispel magic*, *entangle* (DC 15), *permanent image* (DC 20; visual and auditory elements only), *polymorph* (self only)

Abilities Str 9, Dex 20, Con 11, Int 16, Wis 17, Cha 19

Feats Combat Casting, Dodge^B, Improved Initiative^B, Mobility, Spell Focus (enchantment)

Skills Bluff +12, Concentration +9 (+13 casting defensively), Craft (alchemy) +8, Disguise +4 (+6 to act in character), Hide +11, Knowledge (arcana) +12, Sleight of Hand +7, Spellcraft +14

Possessions short sword, longbow with 10 normal arrows, 5 *memory loss* arrows (DC 16), 5 *sleep* arrows (DC 16)

Allomanya Addiction All wichtlani creatures are addicted to *allomanya* (see Appendix One for more details). If they do not ingest a vial of *allomanya* every 24 hours, they begin to suffer the effects of withdrawal. Their addiction also means that they are resistant to *cure* spells. A wichtlani creature's increased ability scores and natural armor from *allomanya* addiction are already factored into this template's benefits.

Improved Grab (Ex) To use this ability, the wichtlani pixie must hit with his bite attack. He can then attempt to start a grapple as a free action without provoking an attack of opportunity. If he wins the grapple check, he establishes a hold and can deliver bite damage automatically each round with a successful grapple check. The wichtlani pixie can only use this ability on a creature one size smaller than himself or smaller.

Rage (Ex) When the wichtlani pixie rages, its statistics change as follows:

AC 17, touch 14, flat-footed 12

hp 24

Fort +4, Will +9

Melee short sword +5 (1d4+1/19-20) and bite +0 (1d4+1/20)

Grp +0

Abilities Str 13, Con 15

WICHTLANI SATYRS

CR 8/10

Male wichtlani satyr bard 5

CE Medium fey

Init +6; Senses low-light vision, scent; Listen +20, Spot +16

Languages Elven, Sylvan

AC 18, touch 12, flat-footed 16; Dodge, Mobility

hp 53 (10 HD); DR 5/cold iron

Immune energy drain, paralysis, poison, *sleep*

Resist *cure* spells

Fort +5, Ref +11, Will +10

Weakness *allomanya* addiction

Spd 50 ft.

Melee head butt +6 (1d6+1) and bite +1 (1d6+1) or

Ranged shortbow +7 (1d6/x3)

Base Atk +5; Grp +6

Atk Options improved grab

Special Actions bardic music 5/per day (countersong, fascinate 2 creatures, inspire competence, inspire courage +1), rage 1/day (6 rounds)

Bard Spells Known (CL 5th, +6 melee

touch, +7 ranged touch)

2nd (2/day)—*blindness/deafness* (DC 15), *enthrall* (DC 13), *mirror image*

1st (4/day)—*cause fear* (DC 14), *charm person* (DC 14), *hideous laughter* (DC 14), *lesser confusion* (DC 14)

0 (3/day)—*dancing lights*, *daze* (DC 13), *flare* (DC 13), *light*, *mage hand*, *read magic*

Abilities Str 12, Dex 15, Con 12, Int 13, Wis 15, Cha 16

SQ bardic knowledge

Feats Alertness^B, Dodge, Great Fortitude,

Improved Initiative^B, Mobility, Toughness

Skills Bluff +10, Concentration +6, Diplomacy +10,

Disguise +3 (+5 to act in character), Escape

Artist +7, Hide +18, Jump +9, Knowledge

(nature) +7, Listen +20, Move Silently +18,

Perform +19, Sleight of Hand +4, Spot +16

Possessions shortbow with 20 arrows

Allomanya Addiction All wichtlani creatures are addicted to *allomanya* (see Appendix One for more details).

If they do not ingest a vial of *allomanya* every 24 hours, they begin to suffer the effects of withdrawal. Their addiction also means that they are resistant to *cure* spells. A wichtlani creature's increased ability scores and natural armor from *allomanya* addiction are already factored into this template's benefits.

Improved Grab (Ex) To use this ability, the wichtlani satyr must hit with his bite attack. He can then attempt to start a grapple as a free action without provoking an attack of opportunity. If he wins the grapple check, he establishes a hold and can deliver bite damage automatically each round with a successful grapple check. The wichtlani satyr can only use this ability on a creature one size smaller than himself or smaller.

Pipes (Su) One in every six satyrs carries pipes (CR 10).

When he plays, all creatures within a 60 ft. spread (except satyrs) must succeed on a DC 15 Will save or be affected by *charm person*, *sleep*, or *fear* (caster level 10th, the satyr chooses the tune and its effect). In the hands of other beings, these pipes have no special powers. A creature

that successfully saves against any of the pipe's effects cannot be affected by the same set of pipes for 24 hours.

Rage (Ex) When the wichtlani Satyr rages, its statistics change as follows:

AC 16, touch 10, flat-footed 14

hp 68

Fort +8, Will +13

Melee head butt +8 (1d6+3) and bite +3 (1d6+3)

Grp +8

Abilities Str 16, Con 16

Skills Jump +11

CHAPTER FIVE: THE DOOM OF DALTIOTH

LEADERS AND PERSONALITIES

BRIONY THISTLEKNOT CR 14

Female afflicted kender mystic 6 of Channeling/
fighter 2/Citadel mystic 2/Legion mystic 4

NG Small humanoid

Age of Mortals (Citadel mystic), *Knightly*

Orders of Ansalon (Legion mystic)

Init +2; Senses Listen +5, Spot +7

Aura Legacy's courage (30 ft. radius, +4 bonus
on saving throws against fear)

Languages Common, Kenderspeak, Wemitowuk;
telepathic bond with Emma Xela

AC 23, touch 17, flat-footed 21; Dodge

hp 64 (14 HD)

Immune fear

Fort +16, Ref +6, Will +16

Spd 20 ft.; *spider climb*

Melee +2 *dancing merciful hoopak* +14/+9
(1d4+3 plus 1d6 nonlethal) or

Ranged +2 *dancing merciful hoopak* +15
(1d3+3 plus 1d6 nonlethal)

Base Atk +10; Grp +7

Atk Options Point Blank Shot

Special Actions protective ward 1/day (+11),
Legacy's strength 1/day (+2 Str for 4 rounds)

Combat Gear *potion of owl's wisdom*, *potion*
of cure moderate wounds, scroll of *flame*
strike (CL 10th), *water elemental gem*

Mystic Spells Known (CL 11th, +12 melee
touch, +13 ranged touch)

5th (4/day)—*atonement*, *greater heroism*^D, *raise dead*^D
(CL 12th), *righteous might* (CL 12th), *spell resistance*^D

4th (6/day)—*air walk* (CL 12th), *cure critical*
wounds (CL 12th), *divine power*, *restoration*^D
(CL 12th), *spell immunity*^D, *stoneskin*^D

3rd (7/day)—*cure serious wounds* (CL 12th),
haste^D (CL 12th), *protection from energy*^D,
remove disease^D (CL 12th), *searing light*, *water*
breathing (CL 12th), *water walk* (CL 12th)

2nd (7/day)—*aid*, *augury*, *bear's endurance*
^D (CL 12th), *bull's strength* (CL 12th), *lesser*

restoration^D (CL 12th), *remove paralysis* (CL
12th), *shield other*^D, *summon monster II*

1st (7/day)—*bless*, *cure light wounds* (CL 12th),
divine favor, *hide from undead*, *jump*^D, *protection*
from evil, *remove fear*^D, *sanctuary*^D

0 (6/day)—*cure minor wounds* (CL 12th), *detect*
magic, *detect poison*, *guidance*, *light*, *purify food*
and drink, *read magic*, *resistance*, *virtue*

^D: Domain spell. Domains: Channeling,
Protection, Restoration

Abilities Str 12, Dex 15, Con 10, Int 13, Wis 16, Cha 14

SQ apprentice, Legion knowledge +15, reputation +2/+4/+6
Feats Alertness, Combat Casting, Dodge,

Point Blank Shot, Stealthy

Skills Bluff +12, Climb +2*, Concentration +0 (+4 when
casting defensively), Diplomacy +8, Gather Information
+4, Heal +11, Hide +9*, Jump +2*, Knowledge (arcana)
+11, Knowledge (nobility and royalty) +3, Knowledge
(religion) +9, Listen +5, Move Silently +15*, Open
Locks +4, Sleight of Hand +5*, Spellcraft +11, Spot +7
* includes -1 armor check penalty

Possessions combat gear plus +2 *improved silent*
moves chain shirt, +2 *dancing merciful hoopak*, 20
sling stones, *ring of protection* +4, *slippers of spider*
climbing, *ring of friend shield* (linked to Emma's)

Apprentice (Ex) As a Legionnaire, Briony has the option
of taking an apprentice, but she has none currently.

Legacy's Courage (Su) Briony is immune to fear, and those
allies within a 30 ft. radius of her who are aware of her
presence gain a +4 bonus to saving throws against fear.

Legacy's Strength (Su) Briony gains the ability to literally
draw strength from self-knowledge as a move action. She
may add her Charisma bonus to her Strength score as an
enhancement bonus. This remains in effect for 4 rounds.

Legion Knowledge (Ex) Briony may make a special
Legion knowledge check with a +15 bonus to see
whether she knows any relevant information about
local people, history, far away places, or recent
events. She may not take 10 or 20 on this check;
this sort of knowledge is essentially random.

Protective Ward (Su) Once a day, Briony can grant
someone she touches a +11 resistance bonus to
his next saving throw. This is an abjuration effect
with a duration of one hour or until discharged.

Reputation (Ex) Briony adds a +2 bonus on all Charisma-
based skill checks when dealing with rulers and nobles,
a +6 bonus on Bluff and Diplomacy skill checks when
dealing with working-class or poor individuals, and
a +2 bonus on all other Charisma-based skill checks
when dealing with working-class or poor individuals.

CANG BALAURUS CR 16

Male tiefling rogue 2/sorcerer 8/assassin 6

CE Medium outsider (native)

Init +6; Senses darkvision 60 ft.; Listen +16, Spot +16

Languages Common, Draconic, Infernal, Ogre

AC 27, touch 19, flat-footed 21; improved
uncanny dodge, uncanny dodge

hp 68 (16 HD)

Immune energy drain, fatigue, paralysis, stunning
Resist cold 5, electricity 5, fire 5
Fort +8 (+11 against poison), Ref +19, Will +13; evasion
Weakness *allomanya* addiction

Spd 30 ft.

Melee +3 *keen short sword* +18/+13 (1d6+6/17-20)

Base Atk +9; Grp +12

Atk Options death attack (DC 18), sneak attack +4d6

Combat Gear *allomanya* vials (4)

Assassin Spells Known (CL 6th)

3rd (2/day)—*deeper darkness, misdirection, nondetection*

2nd (4/day)—*alter self, pass without trace,*
spider climb, undetectable alignment

1st (4/day)—*detect poison, feather fall,*
obscuring mist, true strike

Sorcerer Spells Known (CL 8th, +12 melee

touch, +12 ranged touch)

4th (3/day)—*dimension door*

3rd (6/day)—*arcane sight, gaseous form, stinking cloud*

2nd (7/day)—*blur, detect thoughts, fog cloud, invisibility*

1st (7/day)—*chill touch* (DC 14), *comprehend*

languages, endure elements, ray of

enfeeblement, summon monster I

0 (6/day)—*daze* (DC 13), *detect magic, disrupt undead,*
light, open/close, prestidigitation, ray of frost, resistance

Spell-Like Abilities (CL 16th)

1/day—*darkness*

Abilities Str 16, Dex 22, Con 12, Int 14, Wis 14, Cha 16

SQ poison use

Feats Acrobatic, Alertness, Combat Expertise, Combat
Reflexes, Improved Feint, Weapon Finesse

Skills Balance +8, Bluff +17, Climb +8, Concentration

+11, Disguise +11 (+12 acting in character), Hide

+16, Jump +15, Knowledge (local) +7, Listen +16,

Move Silently +14, Gather Information +10, Sleight

of Hand +16, Spellcraft +7, Spot +16, Tumble +18

Possessions combat gear plus *bracers of armor* +3, +3
keen short sword, amulet of natural armor +3, *cloak of*
resistance +3, *ring of blinking, ring of protection* +3

Allomanya Addiction Cang is addicted to *allomanya*
(see Appendix One for more details). If he does not
ingest a vial of *allomanya* every 24 hours, he begins
to suffer the effects of withdrawal. His addiction
also means that he is resistant to *cure* spells, and
cured by *inflict* spells. Cang's increased ability
scores and natural armor from *allomanya* addiction
are already factored into his statistics above.

Totem-Enhanced In Chapter Seven, Frost brings back
Cang with the power of his *skull totem*. When this
happens, his CR increases to 18 and some of his
statistics change. These changes are as follows.

Male anarchic tiefling rogue 2/sorcerer 8/assassin 6

Planar Handbook (Anarchic template)

fast healing 5; DR 5/magic

Immune cold, energy drain, fatigue, paralysis,
polymorph, petrification, stunning

Resist acid 5, cold 5, electricity 5, fire 5, sonic 5

Atk Options smite law (1/day, +16 damage)

DAME BRITTA MOONSTEEL

CR 10

Female civilized human noble 3/fighter

3/Knight of the Crown 4

LG Medium humanoid

Knightly Orders of Ansalon (revised Knight
of the Crown prestige class)

Init +0; Senses Listen +0, Spot +0

Languages Common, Ergot, Solamnic

AC 18, touch 9, flat-footed 18

hp 74 (10 HD); Diehard

Resist Honor-Bound

Fort +10, Ref +4, Will +5 (+7 against fear
and compulsion spells and effects)

Spd 20 ft. (chainmail); base 30 ft.

Melee* +1 *star metal longsword* +12/+7 (1d8+6/19-20)

* includes adjustments for a 2-point Power Attack

Base Atk +9; Grp +12

Atk Options Cleave, Mounted Combat,

Power Attack, Ride-By Attack

Special Actions inspire confidence 1/day, strength
of honor (+4 Str for 5 rounds) 2/day

Combat Gear *potion of cure moderate wounds* (2)

Abilities Str 16, Dex 8, Con 14, Int 12, Wis 10, Cha 14

SQ bonus class skill (Handle Animal), favor

+2, fight to the death, heroic initiative +1,

honorable will, knightly courage

Feats Cleave, Diehard^B, Honor-Bound^B, Leadership,

Mounted Combat^B, Power Attack, Ride-By

Attack^B, Weapon Focus (longsword)

Skills Diplomacy +14, Gather Information +8,

Handle Animal +11, Intimidate +8, Knowledge

(nobility and royalty) +11, Knowledge

(religion) +5, Ride +14, Sense Motive +6

Possessions combat gear plus +2 *chainmail*, +1

light steel shield, +1 *star metal longsword*

Fight to the Death (Ex) Britta gains the

Diehard feat as a bonus feat.

Heroic Initiative (Ex) Britta gains a +1

bonus on initiative checks.

Honorable Will (Su) Britta applies her Charisma

modifier as a morale bonus on all saving throws

against compulsion spells and effects.

Knightly Courage (Su) Britta applies her Charisma modifier
as a morale bonus on all saving throws against fear effects.

Strength of Honor (Su) Twice per day as a free

action, Britta can gain a +4 morale bonus

to her Strength score for 5 rounds.

DICTATOR TDARNK

CR 21

Male ogre titan noble 3/barbarian 5/righteous zealot 7

NE Huge monstrous humanoid (augmented giant)

Init +2; Senses darkvision 60 ft., low-light

vision, scent; Listen +15, Spot +15

Aura awe-inspiring presence (80 ft. radius,

charm or fear, see below, DC 23)

Languages Common, Ergot, Ogre, Solamnic,

Thanoi; titan language

AC 36, touch 15, flat-footed 34; improved

uncanny dodge, uncanny dodge

hp 225 (19 HD); DR 2/—; necromantic talent
 Resist cold 30 (*breastplate*); righteous indignation
 3/day (+5 to any one saving throw)
 Fort +18, Ref +9, Will +13 (+21 against enchantment,
 +18 against other mind-affecting spells and effects)
 Spd 50 ft. (in *breastplate*), base speed 60 ft., fly 40 ft. (good)
 Melee* +4 *huge vicious flail* +20/+15/+10 (3d6+19 plus 2d6
 negative energy) and claw +11 (1d8+15) and 2 bone
 spurs each +11 (1d8+10) and bite +16 (2d6+15) or
 Melee* 2 claws each +21 (1d8+15) and 2 bone spurs
 each +11 (1d8+10) and bite +16 (2d6+15) or
 Ranged *soul blast* +13 touch (1d4 damage
 per 2 hp spent, max 19d4)
 * includes adjustments for a 5-point Power Attack
 Space 15 ft.; Reach 15 ft.
 Base Atk +13; Grp +31
 Atk Options Awesome Blow, Cleave, Combat
 Expertise, Improved Bull Rush, Improved
 Disarm, Improved Trip, Power Attack
 Special Actions inspire confidence 1/day, oration 7/day
 (*compelling argument* [DC 22], *condemning tirade* [DC
 22], *enthraling discourse*), rage 2/day (11 rounds)
 Combat Gear *potions of cause serious wounds* (3) (CL
 18th), *potion of fly*† (CL 18th), *potion of greater
 magic fang*† +4 (CL 18th, usually applied to
 bite), *potion of shield of faith* +5† (CL 18th)
 Spell-Like Abilities (CL 19th)
 At will—*fabricate* (as the spell; see stone
 and steel shaping below)
 † already taken

Abilities Str 30, Dex 14, Con 22, Int 20, Wis 16, Cha 20
 SQ bonus class skill (Concentration), favor +2, gather
 followers (+2 leadership), giant blood, trap sense +1
 Feats Awesome Blow, Cleave, Combat Expertise,
 Improved Bull Rush, Improved Disarm,
 Improved Trip, Leadership^B, Power Attack
 Skills Bluff +17, Concentration +19, Diplomacy +31, Gather
 Information +19, Intimidate +24, Knowledge (arcana)
 +18, Knowledge (history) +11, Listen +15, Perform
 (oratory) +17, Search +8, Sense Motive +15, Spot +15
 Possessions combat gear plus +4 *greater cold resistance
 star metal breastplate*, +4 *huge vicious flail* (heals
 Tdarnk 1d6 hit points with every attack due to
 necromantic talent), *periapt of proof against poison*

Awe-Inspiring Presence (Su) Ogres, half-ogres, trolls, and
 other creatures with the giant type within a 80 ft. radius
 of Tdarnk must make a DC 23 Will saving throw or
 be *charmed* (as *charm monster*). While *charmed*, an
 affected creature gains a morale bonus to attack rolls,
 damage rolls, and saving throws against mind-affecting
 effects equal to the ogre titan's Charisma bonus for as
 long as it remains within the effect's radius. Creatures
 in the area of effect that are not affected by the *charm*
 (creatures that are not ogres, half-ogres, trolls, or giants)
 must instead make a DC 23 Will saving throw or
 become shaken. A shaken creature must make a second
 Will save if the ogre titan attacks, charges, or otherwise
 directly confronts the creature or become panicked.
 Heightened Senses (Ex) +8 racial bonus to Listen, Search, and

Spot checks, low-light vision and darkvision 60 ft.; scent
 allows detecting opponents within 30 ft. by sense of smell.
 Inscrutable Intellect (Ex) Add his Intelligence bonus (+5) as
 a racial bonus to saving throws against mind-affecting
 spells and effects and attempts to discern his thoughts.
 Necromantic Talent (Su) Tdarnk is healed by negative energy
 effects (including vicious weapons) and harmed by
 positive energy effects, much as an undead creature is.
 Rage (Ex) When Tdarnk rages, his statistics change as follows:
 AC 34, touch 13, flat-footed 32
 hp 263
 Fort +20, Will +15 (+23 against enchantment, +20
 against other mind-affecting spells and effects)
 Melee* +4 *huge vicious flail* +22/+17/+12 (3d6+21 plus 2d6
 negative energy) and claw +13 (1d8+17) and 2 bone
 spurs each +13 (1d8+12) and bite +18 (2d6+17) or
 Melee* 2 claws each +23 (1d8+17) and 2 bone spurs
 each +13 (1d8+12) and bite +18 (2d6+17)
 *includes adjustments for 5-point Power Attack
 Grp +33
 Abilities Str 34, Con 26
 Soul Blast (Sp) 60 feet ranged touch, 1d4 points of damage
 for every 2 hit points sacrificed, 19d4 maximum, may
 make additional attacks based on base attack bonus
 by splitting up damage dice between attacks.
 Stone and Steel Shaping (Sp) Tdarnk may use *fabricate* as
 a spell-like ability, CL 19th; limited to stone and metal,
 fatiguing when used: –2 penalty to Strength and Dexterity,
 cannot run or charge until rested for a length of time
 equal to the time spent using the ability. If Tdarnk is
 further fatigued during this time, he becomes exhausted.
 Titan Language (Ex) This requires twice as many
 skill points to learn as other languages, and spells
 such as *comprehend languages* and *tongues* require
 a DC 20 Intelligence check on the part of the
 spellcaster to decipher the language's structure.

EMMA XELA

CR 14

Female civilized human sorcerer 6/Academy
 sorcerer 4/Legion sorcerer 4

NG Medium humanoid

Age of Mortals (Academy sorcerer), *Knightly
 Orders of Ansalon* (Legion sorcerer), *Legends
 of the Twins* (Spellcasting Prodigy feat)

Init +0; Senses Listen +10, Spot +10

Languages Abanasinian, Common, Draconic, Ergot;
telepathic bond with Briony Thistleknot

AC 18, touch 14, flat-footed 18

hp 40 (14 HD)

Resist +2 against fire spells and effects; canny spellcraft

Fort +4, Ref +4, Will +15

Weakness *allomanya* addiction (in withdrawal)

Spd 30 ft.

Melee +2 *flaming burst light mace* +9 (1d6+2 plus 1d6 fire)

Base Atk +7; Grp +7

Combat Gear *elixir of fire breath* (4), *fire elemental gem*,
necklace of fireballs VI, *staff of fire* (charges)

Sorcerer Spells Known (CL 13th, +7 melee touch, +7 ranged
 touch, 1d20+15 to overcome SR, 1d20+17 with fire spells)

6th (4/day)—*analyze dweomer* (DC 21), *greater dispel magic*
 5th (6/day)—*dismissal* (DC 18), *overland flight, telepathic bond*^{*}
 4th (7/day)—*detect scrying, fire shield, scrying* (DC 19), *wall of fire* (DC 19)
 3rd (7/day)—*fireball* (DC 18), *flame arrow, Palin's pyre*† (DC 18), *protection from energy*
 2nd (7/day)—*detect thoughts* (DC 17), *gust of wind* (DC 15), *locate object, scorching ray, see invisibility*
 1st (7/day)—*burning hands* (DC 16), *elemental dart*† (DC 14, DC 16 if fire), *feather fall, shield, true strike*
 0 (6/day)—*dancing lights, detect magic, flare* (DC 13), *light, mage hand, open/close, prestidigitation, read magic, resistance*
^{*} already cast
[†] new spell from *DRAGONLANCE Campaign Setting*

Abilities Str 10, Dex 11, Con 12, Int 14, Wis 14, Cha 16
 SQ academy resources, apprentice (none), cooperative study, focused (Spell Focus [evocation]), Legion knowledge +16, reputation +4, shared divination, summon familiar (none)
 Feats Combat Casting, Craft Wondrous Item^B, Empower Spell, Heighten Spell, Magical Aptitude, Spell Focus (divination), Spell Focus (evocation)^B, Spellcasting Prodigy^B
 Skills Concentration +11 (+15 when casting defensively), Craft (sculpting) +7, Gather Information +12, Knowledge (arcana) +19, Knowledge (nobility and royalty) +4, Listen +10, Spellcraft +21 (+23 scrolls), Spot +10, Use Magic Device +14 (+16 scrolls)
 Possessions combat gear plus *bracers of armor* +4, *ring of protection* +4, *ring of friend shield* (linked to Briony's), small sapphire in golden loop (1500 stl value)

Academy Resources (Ex) When she has access to an academy of sorcery, Emma only requires half the time to create magic items and research new spells.
Allomanya Addiction (in withdrawal) Emma is an *allomanya* addict and is currently suffering from her third day in withdrawal when she is first encountered. Spells from the conjuration (healing) school cast upon her inflict damage, rather than heal it, as if she were undead. This condition will remain for 4 more days, until Emma drinks more *allomanya* or is successfully restored by *break enchantment* or *remove curse*. Emma must make a DC 20 Will save to avoid drinking another vial of *allomanya* every hour for six hours after the elixir loses its effect. If Emma dies while in the process of shaking off the addiction, she will rise in 24 hours as a dreadwraith.
 Apprentice (Ex) As a Legionnaire, Emma has the option of taking an apprentice, but she has none currently.
 Arcane Thesis—Enhancement (Ex) Emma gains a +2 competence bonus on Craft skill checks and Craft Wondrous Item as a bonus feat.
 Arcane Thesis—Pyromancy (Ex) Emma gains a +2 bonus on saving throws against fire-based spells and effects. Spells she casts with the fire subtype gain a +1 bonus to the save DC and to caster level checks made to overcome spell resistance.
 Canny Spellcraft (Ex) Emma may add her Intelligence bonus to her caster level checks when attempting to overcome a target's spell resistance and to her own saving throws against spells and spell-like abilities. She loses the second benefit

if she is flat-footed or otherwise surprised or unaware (such as when she is blinded, panicked, or unconscious).
 Cooperative Study (Ex) When she is aiding another on Craft (alchemy), Knowledge (arcana), Spellcraft, or Use Magic Device skill checks, Emma grants a +3 bonus instead of a +2 bonus.
 Focused (Ex) Emma gains Spell Focus (evocation) as a bonus feat.
 Legion Knowledge (Ex) Emma may make a special Legion knowledge check with a +14 bonus plus her Intelligence modifier to see whether she knows any relevant information about local people, history, far away places, or recent events. She may not take 10 or 20 on this check; this sort of knowledge is essentially random..
 Reputation (Ex) Emma adds a +4 circumstance bonus on Bluff and Diplomacy skill checks when dealing with working-class or poor individuals.
 Shared Divination (Su) By casting a divination spell as a full round action, Emma can extend the effects of the spell to up to 13 other individuals in a 30-ft radius. She is still considered the center of the spell's effect radius, so any results of the spell depend on her location, not the individuals sharing the spell.

GOIZARG

CR 18

Male ogre mage sorcerer 10

NE Large giant

Init +1; Senses darkvision 60 ft.; Listen +11, Spot +11

Languages Common, Draconic, Dwarven, Elven, Goblin, Infernal, Ogre

AC 19, touch 10, flat-footed 18

hp 96 (15 HD); regeneration 5

SR 19

Fort +12, Ref +7, Will +13; evasion (*ring*)

Spd 40 ft., fly 40 ft. (good)

Melee +1 dagger +12/+7 (1d6+5)

Space 10 ft.; Reach 10 ft.

Base Atk +8; Grp +16

Combat Gear *necklace of fireballs type IV, potion of cure moderate wounds, potion of mage armor, staff of necromancy* (21 charges remaining)

Sorcerer Spells Known (CL 10th, +11 melee touch, +8 ranged touch; 1d20+12 to overcome SR)

5th (4/day)—*lesser planar binding* (DC 21)

4th (6/day)—*enervation* (DC 21), *fear* (DC 21)

3rd (7/day)—*haste, ray of exhaustion* (DC 20), *stinking cloud* (DC 19)

2nd (7/day)—*command undead* (DC 19), *ghoul touch* (DC 19), *invisibility, summon swarm*

1st (7/day)—*cause fear* (DC 18), *chill touch* (DC 18), *magic missile, ray of enfeeblement, sleep* (DC 17)

0 (6/day)—*dancing lights, daze* (DC 16), *detect magic, mage hand, mending, message, read magic, resistance, touch of fatigue* (DC 17)

Spell-Like Abilities (CL 9th)

at will—*darkness, invisibility*

1/day—*charm person* (DC 17), *cone of cold* (DC 21), *gaseous form, polymorph, sleep* (DC 17)

Abilities Str 18, Dex 12, Con 16, Int 18, Wis 17, Cha 23

SQ summon familiar (quasit)
 Feats Brew Potion, Combat Casting, Craft
 Wondrous Item, Improved Familiar, Spell
 Focus (necromancy), Spell Penetration
 Skills Bluff +24, Concentration +21 (+25 casting
 defensively), Diplomacy +12, Intimidate +8,
 Jump +8, Knowledge (arcana) +21, Listen +11,
 Sense Motive +10, Spellcraft +24, Spot +11
 Possessions combat gear plus +1 *large dagger*,
bracelet of friends, *bracers of armor* +4,
cloak of resistance +2, *ring of evasion*

HÖNNERSTIG

CR 18

Male vampire ogre mage cleric 10 of Chemosh
 NE Large undead (augmented giant)
Holy Orders of the Stars (Undeath domain)
 Init +7; Senses darkvision 60 ft., low-
 light vision; Listen +24, Spot +24
 Languages Common, Dwarven, Goblin, Infernal, Ogre
 AC 32, touch 12, flat-footed 29; Dodge
 hp 93 (15 HD); fast healing 5; DR 10/silver and magic
 Immune undead traits
 Resist cold 10, electricity 10, turn resistance +4; SR 19
 Fort +13, Ref +9, Will +14; evasion (*ring*)
 Spd 40 ft., fly 40 ft. (good)
 Melee +1 *unholy large heavy mace* +18/+13
 (2d6+9 plus 2d6 unholy) or
 Melee slam +17 (1d8+8 plus energy drain)
 Space 10 ft.; Reach 10 ft.
 Base Atk +10; Grp +22
 Atk Options Combat Reflexes, energy drain
 Special Actions blood drain, children of the night,
 death touch 1/day (10d6), dominate (DC 24),
 rebuke or command undead 14/day (+9, 2d6+17,
 10th), spontaneous casting (*inflict spells*)
 Cleric Spells Prepared (CL 10th, +17 melee touch,
 +12 ranged touch; 1d20+14 to overcome SR)
 5th—*dispel good* (DC 21), *scrying*, *slay*
living^P (DC 23), *unhallow*
 4th—*death ward*^P, *divine power*, *poison*
 (DC 22), *spell immunity*, *tongues*
 3rd—*animate dead*^P, *contagion* (DC 21),
invisibility purge, *prayer*, *wind wall*
 2nd—*darkness*, *death knell* (DC 20), *desecrate*^P,
owl's wisdom, *silence* (DC 18), *sound*
burst (DC 18), *zone of truth* (DC 18)
 1st—*bane* (DC 17), *cause fear*^P (DC 19), *curse*
water (DC 19), *entropic shield*, *protection from*
good, *sanctuary* (DC 17), *shield of faith*
 0—*detect magic*, *guidance*, *mending*,
read magic, *resistance*, *virtue*
^P: Domain spell. Domain: Death, Undeath
 Spell-Like Abilities (CL 9th)
 at will—*darkness*, *gaseous form*, *invisibility*,
spider climb (CL 5th)
 1/day—*charm person* (DC 18), *cone of cold*
 (DC 22), *polymorph*, *sleep* (DC 18)
 Abilities Str 26, Dex 16, Con —, Int 19, Wis 23, Cha 24
 SQ alternate form, aura of evil, create spawn

Feats Alertness^B, Combat Casting, Combat Reflexes^B,
 Dodge^B, Extra Turning^B, Great Fortitude, Greater
 Spell Focus (necromancy), Greater Spell Penetration,
 Improved Initiative^B, Lightning Reflexes^B, Spell
 Focus (necromancy), Spell Penetration
 Skills Bluff +15, Concentration +18 (+22 casting
 defensively), Diplomacy +17, Disguise +7 (+9 to act in
 character), Hide +7, Jump +11, Knowledge (arcana)
 +14, Knowledge (religion) +18, Knowledge (the
 planes) +14, Listen +24, Search +12, Sense Motive
 +14, Sleight of Hand +5, Spellcraft +24, Spot +24
 Possessions *chain shirt* +2, *light wooden shield*
 +2, +1 *unholy large heavy mace*, *bracelet of*
friends, *ring of evasion*, *vial of allomanya*

JOW BALAURUS

CR 16

Male tiefling rogue 10/assassin 6
 CE Medium outsider (native)
 Init +6; Senses darkvision 60 ft.; Listen +14, Spot +14
 Languages Common, Draconic, Infernal, Ogre
 AC 30, touch 21, flat-footed 24; Dodge, improved
 uncanny dodge, Mobility, uncanny dodge
 hp 74 (16 HD)
 Immune energy drain, fatigue, paralysis, stunning
 Resist cold 5, electricity 5, fire 5
 Fort +9 (+12 against poison), Ref +21,
 Will +10; improved evasion
 Weakness *allomanya* addiction
 Spd 30 ft.; Spring Attack
 Melee +3 *keen kukri* +20/+15/+10 (1d4+6/15-20) or
 Melee +3 *keen kukri* +18/+13/+8 (1d4+6/15-20)
 and +3 *keen kukri* +18 (1d4+4/15-20)
 Base Atk +11; Grp +14
 Atk Options death attack (DC 18), sneak attack +8d6
 Combat Gear *allomanya* vials (4), *potion of haste*,
potion of cause moderate wounds (4)
 Assassin Spells Known (CL 6th)
 3rd (2/day)—*deeper darkness*, *misdirection*, *nondetection*
 2nd (4/day)—*alter self*, *pass without trace*,
spider climb, *undetectable alignment*
 1st (4/day)—*detect poison*, *feather fall*,
obscuring mist, *true strike*
 Spell-Like Abilities (CL 16th)
 1/day—*darkness*
 Abilities Str 16, Dex 22, Con 12, Int 14, Wis 14, Cha 16
 SQ poison use, trap sense +3, trapfinding
 Feats Dodge, Martial Weapon Proficiency (kukri), Mobility,
 Spring Attack, Two-Weapon Fighting, Weapon Finesse
 Skills Balance +18, Bluff +19, Climb +13, Disguise +13
 (+15 acting in character), Gather Information +19,
 Hide +22, Jump +15, Knowledge (local) +12, Listen
 +14, Move Silently +16, Search +12, Sleight of Hand
 +16, Spot +14, Tumble +16, Use Magic Device +13
 Possessions combat gear plus +3 *studded leather*
armor, +3 *keen kukri* (2), *amulet of natural armor*
 +3, *cloak of resistance* +3, *ring of protection* +3
 Allomanya Addiction Jow is addicted to *allomanya* (see
 Appendix One for more details). If he does not ingest a
 vial of *allomanya* every 24 hours, he begins to suffer the

effects of withdrawal. His addiction also means that he is resistant to *cure* spells, and cured by *inflict* spells. Jow's increased ability scores and natural armor from *allomanya* addiction are already factored into his statistics above.

Totem-Enhanced In Chapter Seven, Frost brings back Jow with the power of his *skull totem*. When this happens, his CR increases to 18 and some of his statistics change. These changes are as follows.
Male anarchic tiefling rogue 10/assassin 6
Planar Handbook (Anarchic template)
fast healing 5; DR 5/magic
Immune cold, energy drain, fatigue, paralysis, polymorph, petrification, stunning
Resist acid 5, cold 5, electricity 5, fire 5, sonic 5
Atk Options smite law (1/day, +16 damage)

LADY RIVA SILVERBLADE CR 14

Female civilized human fighter 4/cleric 3 of Kiri-Jolith/Knight of the Sword 7 [Clerist 1/4]
LG Medium humanoid
Knightly Orders of Ansalon (revised Knight of the Sword prestige class)
Init +5; Senses Listen +4, Spot +4
Aura courage (10 ft., +4 morale bonus to saves against fear)
Languages Common, Elven, Ergot, Solamnic
AC 24, touch 12, flat-footed 24
hp 39 (14 HD); Diehard
Immune fear
Resist cold 10 (*armor*), Honor-Bound
Fort +12, Ref +11, Will +15
Spd 20 ft. (+3 *chainmail of cold resistance*); base 30 ft.
Melee +2 *holy longsword* +15/+10/+5 (1d8+3/19-20 plus 2d6 holy)
Base Atk +13; Grp +12
Atk Options smite evil (+3, +7 damage) 2/day
Special Actions spontaneous casting (*cure* spells), turn undead 6/day (+5, 2d6+10, 7th)
Cleric Spells Prepared (CL 9th, +12 melee touch, +13 ranged touch)
5th—*dispel evil*^{PG} (CL 10th, DC 18), *true seeing*
4th—*death ward*, *dismissal* (DC 17), *holy smite*^{PG} (CL 10th, DC 17), *tongues*
3rd—*daylight*, *dispel magic* (DC 16), *magic circle against evil*^{PG} (CL 10th), *prayer*, *searing light*
2nd—*aid*^D, *consecrate*, *eagle's splendor*, *lesser restoration*, *status*, *zone of truth* (DC 15)
1st—*bleed*, *detect evil*, *divine favor*, *enlarge person*^D, *protection from evil*^G (CL 10th), *remove fear*
0—*create water*, *detect magic*, *detect poison*, *guidance*, *light*, *mending*
^D: Domain spell. ^G: Good spell. Domain: Good, Strength
Abilities Str 9, Dex 10, Con 6, Int 15, Wis 19, Cha 17
SQ aura of good (CL 10th), Clerist spellcasting, divine grace, heroic initiative +1
Feats Combat Casting, Diehard, Endurance, Honor-Bound^B, Improved Initiative^B, Leadership, Lightning Reflexes, Weapon Focus (longsword)^B, Weapon Specialization (longsword)^B
Skills Concentration +6 (+10 casting defensively),

Diplomacy +15, Handle Animal +7, Intimidate +10, Knowledge (nobility and royalty) +12, Knowledge (religion) +10, Ride +12, Spellcraft +6
Possessions +3 *chainmail of cold resistance*, +3 *light steel shield*, +2 *holy longsword*, *ring of protection* +2, *gloves of Dexterity* +4

Aura of Courage (Su) Lady Riva is immune to fear (magical or otherwise). Allies within 10 feet of her gain a +4 morale bonus on saving throws against fear. This ability functions only while she remains conscious.
Clerist spellcasting Lady Riva prepares her spells as a cleric does. However, to gain the additional 6 caster levels from her levels in Knight of the Sword, she must spend one day per week in meditation and prayer to Kiri-Jolith.
Divine Grace (Su) Lady Riva gains a bonus to all saving throws of +3 from her Charisma modifier.
Heroic Initiative (Ex) Lady Riva gains a +1 bonus on initiative checks.

LORD EFRAM UTH TROMAR CR 12

Male civilized human fighter 8/Knight of the Crown 4
LG Medium humanoid
Knightly Orders of Ansalon (revised Knight of the Crown prestige class)
Init +2; Senses Listen +0, Spot +0
Languages Common, Ergot, Solamnic
AC 22, touch 13, flat-footed 21
hp 95 (12 HD); Diehard
Resist *cure* spells, Honor-Bound
Fort +14, Ref +6, Will +5 (+7 against fear and compulsion spells and effects)
Weakness *allomanya* addiction
Spd 20 ft. (+3 *banded mail*); base 30 ft.
Melee* +1 *greataxe* +14/+9/+4 (1d12+15/x3) or
Melee* +1 *lance* +14/+9/+4 (1d8+13/x3)
* includes adjustments for a 5-point Power Attack
Base Atk +12; Grp +17
Atk Options Cleave, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Tremendous Charge
Special Actions strength of honor (+4 Str for 5 rounds) 2/day
Combat Gear *potion of heroism*
Abilities Str 20, Dex 12, Con 14, Int 13, Wis 10, Cha 14
SQ fight to the death, heroic initiative +1, honorable will, knightly courage
Feats Cleave, Diehard^B, Honor-Bound^B, Mounted Combat^B, Power Attack, Ride-By Attack^B, Spirited Charge^B, Tremendous Charge^B, Weapon Focus (greataxe), Weapon Focus (lance), Weapon Specialization (greataxe)^B, Weapon Specialization (lance)
Skills Diplomacy +13, Intimidate +17, Knowledge (nobility and royalty) +10, Ride +16
Possessions combat gear plus +3 *banded mail*, +1 *greataxe*, +1 *lance*, *ring of protection* +2, *cloak of resistance* +2
Allomanya Addiction Lord Efram is addicted to *allomanya* (see Appendix One for more details). If he does not ingest a vial of *allomanya* every 24 hours, he begins to suffer the effects of withdrawal. His addiction also means that he is resistant to *cure* spells and

cured by *inflict* spells. Lord Efram's increased ability scores and natural armor from *allomanya* addiction are already factored into his statistics above.

Fight to the Death (Ex) Lord Efram gains the Diehard feat as a bonus feat.

Heroic Initiative (Ex) Lord Efram gains a +1 bonus on initiative checks.

Honorable Will (Su) Lord Efram applies his Charisma modifier as a morale bonus on all saving throws against compulsion spells and effects.

Knightly Courage (Su) Lord Efram applies his Charisma modifier as a morale bonus on all saving throws against fear effects.

Strength of Honor (Su) Twice per day, as a free action, Lord Efram can gain a +4 morale bonus to his Strength score for 5 rounds.

NOVGZOAN

CR 19

Male dark dwarf sorcerer 9/dark dwarf savant 10
NE Medium humanoid

Towers of High Sorcery (Dark Dwarf Savant prestige class)

Init +2; Senses darkvision 120 ft.; Listen +4, Spot +2

Languages Common, Dwarven, Ogre

AC 19, touch 15, flat-footed 17; +4 against giant type
hp 106 (19 HD)

Resist +2 save against spells and spell-like effects,
stability (+4 against bull rush and trip)

Fort +13 (+17 against poison), Ref +8, Will +15

Weakness dark taint, light sensitivity

Spd 20 ft.

Melee unarmed strike +8/+3 (1d3-1nonlethal)

Base Atk +9; Grp +8

Atk Options +1 attack bonus against goblinoids

Combat Gear *potion of barkskin* +4, *potion of displacement*,
potion of magic circle against good, *ring of counterspells*
(*fireball*), *staff of conjuration* (28 charges remaining)

Sorcerer Spells Known (CL 16th, +8 melee touch,
+11 ranged touch; 1d20+18 to overcome SR)

8th (3/day)—*incendiary cloud* (DC 24)

7th (5/day)—*mass hold person* (DC
22), *prismatic spray* (DC 22)

6th (6/day)—*planar binding* (DC 22), *repulsion*
(DC 21), *summon monster VI*

5th (7/day)—*cloudkill* (DC 21), *lesser planar
binding* (DC 21), *teleport*, *wall of stone*

4th (7/day)—*illusory wall* (DC 19), *minor creation*,
shout (DC 19), *summon monster IV*

3rd (7/day)—*displacement*, *fireball* (DC 18),
slow (DC 18), *stinking cloud* (DC 19)

2nd (7/day)—*darkness*, *elemental dart* (DC 18),
scorching ray, *summon monster II*, *summon swarm*

1st (8/day)—*cause fear* (DC 16), *chill touch*
(DC 16), *grease*, *shield*, *unseen servant*

0 (6/day)—*acid splash*, *daze* (DC 15), *detect magic*,
ghost sound (DC 15), *mage hand*, *message*, *open/
close*, *resistance*, *touch of fatigue* (DC 15)

Spell-Like Abilities (CL 16th)

1/day—*prismatic spray* (DC 22), *repulsion* (DC 21), *teleport*

Abilities Str 8, Dex 14, Con 16, Int 12, Wis 15, Cha 21

SQ dark taint (abhorrent speed, malign cunning,
pernicious insight, vile aspect), innate magic (*prismatic
spray*, *repulsion*, *teleport*), secret of artifice (Craft
Staff, Craft Wand, Forge Ring), stonemasonry

Feats Augment Summoning, Brew Potion, Craft
Staff^B, Craft Wand^B, Craft Wondrous Item, Forge
Ring^B, Magical Aptitude, Scribe Scroll, Spell
Focus (conjuration), Spell Penetration

Skills Concentration +25, Hide +4, Knowledge
(arcana) +7, Listen +4, Move Silently +4, Spellcraft
+16 (+18 to decipher spells on scrolls), Use
Magic Device +12 (+14 involving scrolls)

Possessions combat gear plus *bracelet of friends*, *bracers of
armor* +4, *cloak of Charisma* +4, *ring of protection* +3

Dark Taint (Ex) Individuals attempting to affect Novgozan with any spells of the healing subtype (or any spell-like ability that duplicates such spells) have their effective caster level reduced by 8. If this reduces their caster level below the level at which the spell would normally be available to the caster, the spell is wasted with no effect. Any cleric of 8th level or less will be unable to cure his corrupted body of injury without additional power.

Dark Taint (Abhorrent Speed) (Ex) Novgozan gains a +2 bonus to Dexterity. His arms and legs are lengthened and appear bestial.

Dark Taint (Malign Cunning) (Ex) Novgozan gains a +2 bonus to Intelligence. His head is elongated and swollen to half-again normal size.

Dark Taint (Pernicious Insight) (Ex) Novgozan gains a +2 bonus to Wisdom. His eyes are large and bulge out.

Dark Taint (Vile Aspect) (Ex) Novgozan gains a +2 bonus to Charisma. His facial features are exaggerated and prominent.

Innate Magic (Sp) Novgozan has prepared three of his arcane spells (*prismatic spray*, *repulsion*, *teleport*) as spell-like abilities that can be used once per day. He does not need to expend any mundane material components when casting the spell, though spells that carry an XP cost to cast have the XP paid each time the ability is used, and spells requiring costly material components exact 10 times their gp cost in XP.

Secret of Artifice Novgozan gains the following bonus feats: Craft Staff, Craft Wand, and Forge Ring.

QALBOA THE FALLEN

CR 15

Male half-fiend kolyarut

LE Medium outsider (extraplanar, lawful)

Init +1; Senses darkvision 60 ft., low-light
vision; Listen +13, Spot +13

Languages Abyssal, Celestial, Common, Infernal

AC 30, touch 13, flat-footed 27

hp 97 (13 HD); fast healing 5; DR 10/chaotic, magic

Immune construct traits, poison

Resist acid 10, cold 10, electricity 10, fire, 10; SR 22

Fort +6, Ref +11, Will +7

Spd 20 ft., fly 30 ft. (average)

Melee *vampiric touch* (CL 13th) +13/+8 (5d6) or

Melee +2 *longsword* +15/+10 (1d8+7/19-20) or

Melee slam +13/+8 (1d6+5/20) and bite +13 (1d8+5/20)

Base Atk +11; Grp +13

Atk Options *enervation ray* (CL 13th, +12 ranged touch), *smite good* (+13 damage) 1/day

Spell-Like Abilities (CL 13th)

at will—*discern lies* (DC 18), *disguise self*, *fear* (DC 18), *invisibility*, *locate creature*, *quicken suggestion* (DC 17)

1/day—*blasphemy* (DC 18), *contagion* (DC 18), *desecrate* (DC 18), *hold monster* (DC 18), *mark of justice*, *unhallow*, *unholy blight* (DC 18)

3/day—*darkness* (DC 18), *poison* (DC 18), *unholy aura*
1/week—*geas/quest*

Abilities Str 18, Dex 17, Con —, Int 14, Wis 17, Cha 18

Feats Alertness, Combat Casting, Great Fortitude, Lightning Reflexes, Quickened Spell-Like Ability (*suggestion*)

Skills Concentration +0 (+4 casting defensively),

Diplomacy +8, Disguise +15, Gather Information +15, Listen +13, Search +9, Sense Motive +14, Spot +13, Survival +5 (+7 following tracks)

Possessions banded mail, +2 *longsword*

Note Qalboa's weapons are considered lawful and magic for purposes of overcoming damage reduction.

ROMBASSA

CR 17

Male ogre ranger 7 of Sargonnas/rogue 7

CE Large giant

Init +3; Senses darkvision 60 ft.; Listen +15, Spot +15

Languages Common, Ogre

AC 22, touch +12, flat-footed 19; Dodge, Mobility, uncanny dodge

hp 114 (18 HD)

Fort +13, Ref +14, Will +6; evasion

Spd 40 ft.; Spring Attack, woodland stride

Melee *Elfruin* +24/+19/+14 (1d6+9 plus 1 Con) or

Melee *Elfruin* +22/+17/+12 (1d6+9/20) and
+2 *dagger* +22/+17 (1d6+5) or

Ranged *mwk dagger* +19/+14/+9 (1d6+7)

Space 10 ft.; Reach 10 ft.

Base Atk +15; Grp +26

Atk Options Combat Reflexes, favored enemy elf +4, favored enemy human +2, improved combat style (two weapon), Quick Draw, sneak attack +4d6

Combat Gear *potion of haste*

Ranger Spells Prepared (CL 3rd, +21

melee touch, +17 ranged touch)

1st—*pass without trace*, *resist energy*

Abilities Str 24, Dex 17, Con 14, Int 10, Wis 12, Cha 4

SQ animal companion, trap sense +2, trapfinding, wild empathy +4 (magical beasts +0)

Feats Alertness, Combat Reflexes, Dodge, Mobility,

Quick Draw, Spring Attack, Weapon Focus (dagger)

Skills Balance +17, Climb +18 Disable Device +4,

Gather Information +9, Hide +7, Jump +20,

Listen +15, Move Silently +10, Search +7, Sense

Motive +9, Spot +15, Survival +8, Tumble +17

Possessions combat gear plus *leather armor* +3, *Elfruin* (+2 *large elf bane wounding dagger*), +2 *dagger*, *mwk daggers* (8), *bracelet of friends*, *gloves of Dexterity* +2

SHAI-HOREF

CR 19

Male savage vampire frost giant ranger 8 of Chemosh

CE Large undead (augmented giant)

Libris Mortis (Savage Vampire template)

Init +6; Senses darkvision 60 ft., low-light vision; Listen +21, Spot +31

Languages Common, Giant

AC 34, touch 11, flat-footed 32

hp 149 (22 HD); fast healing 5; DR 10/silver and magic

Immune cold, undead traits

Resist electricity 10, turn resistance +4

Fort +15, Ref +14, Will +9

Weakness vulnerability to fire

Spd 30 ft. (chainmail), base 40 ft.; woodland stride

Melee* +3 *large greataxe* +25/+20/+15/+10 (3d6+41/x3) or

Melee* 2 claws each +21 (1d8+24 plus energy drain) or

Ranged +3 *composite longbow* +22/+17/+12/+7 (2d6+13/x3) or
Ranged +3 *composite longbow* +16 (6d6+39/

x3) with Manyshot or

Ranged +3 *composite longbow* +20/+20/+15/+10/+5
(2d6+13/x3) with Rapid Shot

* includes adjustments for a 10-point Power Attack

Space 10 ft.; Reach 10 ft.

Base Atk +18; Grp +36

Atk Options Awesome Blow, Combat Reflexes, energy

drain, favored enemy elf +2, favored enemy

human +4, Great Cleave, Improved Bull Rush,

improved combat style (archery), Improved

Overrun, Improved Sunder, Power Attack

Special Actions blood drain, children of the night, rock throwing

Ranger Spells Prepared (CL 4th, +31 melee

touch, +19 ranged touch)

2nd—*spike growth* (DC 15)

1st—*entangle* (DC 14), *magic fang*

Spell-Like Abilities (CL 5th)

at will—*gaseous form*, *spider climb*

Abilities Str 39, Dex 15, Con —, Int 8, Wis 16, Cha 11

SQ alternate form, animal companion, create spawn,

swift tracker, wild empathy +8 (magical beasts +4)

Feats Alertness^B, Awesome Blow, Cleave, Combat Reflexes^B,

Endurance^B, Great Cleave, Improved Bull Rush,

Improved Initiative^B, Improved Overrun, Improved

Sunder, Lightning Reflexes^B, Manyshot^B, Power Attack,

Rapid Shot^B, Track^B, Weapon Focus (large greataxe)

Skills Climb +24, Handle Animal +8, Hide +6, Intimidate

+6, Jump +34, Knowledge (nature) +7, Listen +21,

Move Silently +10, Search +7, Spot +31, Survival +13

Possessions +3 *chain mail*, +3 *large greataxe*, +3 *large composite longbow* (+10 Str bonus) with 20 arrows

Energy Drain (Su) Living creatures hit by Shai-Horef's

claw attacks gain one negative level. For each negative

level bestowed, he gains 5 temporary hit points. He

can use his energy drain ability once per round.

SHEN BALAURUS

CR 16

Female tiefling rogue 2/mystic 8 of Time/assassin 6

CE Medium outsider (native)

Holy Orders of the Stars (Time domain)

Init +10; Senses darkvision 60 ft.; Listen +15, Spot +15

Languages Common, Draconic, Infernal, Ogre

AC 31, touch 19, flat-footed 25; Dodge, improved
uncanny dodge, Mobility, uncanny dodge
hp 82 (16 HD)

Immune energy drain, fatigue, paralysis, stunning

Resist cold 5, electricity 5, fire 5

Fort +12 (+15 against poison), Ref +19, Will +14; evasion

Weakness *allomanya* addiction

Spd 30 ft.; Spring Attack

Melee +3 *keen rapier* +20/+15/+5 (1d6+6/15-20)

Base Atk +11; Grp +14

Atk Options Combat Expertise, death attack (DC
18), sneak attack +4d6, Whirlwind Attack

Combat Gear *allomanya* vials (4), *potions of blur* (2)

Assassin Spells Known (CL 6th)

3rd (2/day)—*deeper darkness*, *misdirection*, *nondetection*

2nd (4/day)—*alter self*, *pass without trace*,
spider climb, *undetectable alignment*

1st (4/day)—*detect poison*, *feather fall*,
ghost sound, *obscuring mist*

Mystic Spells Known (CL 8th, +14 melee

touch, +17 ranged touch)

4th (3/day)—*freedom of movement*^D,
inflict critical wounds (DC 17)

3rd (6/day)—*haste*^D, *inflict serious*
wounds (DC 16), *water walk*

2nd (7/day)—*death knell* (DC 15), *gentle repose*^D,
inflict moderate wounds (DC 15), *silence*

1st (7/day)—*bane* (DC 13), *cause fear* (DC
13), *deathwatch*, *entropic shield*, *inflict*
light wounds (DC 14), *true strike*^D

0 (6/day)—*cure minor wounds*, *detect magic*,
guidance, *inflict minor wounds* (DC 13), *light*,
mending, *read magic*, *resistance*, *virtue*

^D: Domain spell. Domain: Time

Spell-Like Abilities (CL 16th)

1/day—*darkness*

Abilities Str 16, Dex 22, Con 12, Int 14, Wis 16, Cha 14

SQ poison use, trap sense +1, trapfinding

Feats Combat Expertise, Dodge, Improved Initiative^B, Mobility,
Spring Attack, Weapon Finesse, Whirlwind Attack

Skills Balance +13, Bluff +7, Climb +8, Concentration
+11, Disguise +7 (+9 acting in character), Gather
Information +9, Heal +8, Hide +20, Jump +10,
Knowledge (local) +7, Listen +15, Move Silently
+20, Spellcraft +7, Spot +15, Tumble +11

Possessions combat gear plus +3 *studded leather*,
+3 *light steel shield*, +3 *keen rapier*, *cloak*
of resistance +3, *ring of protection* +3

Allomanya Addiction Shen is addicted to *allomanya* (see
Appendix One for more details). If she does not ingest a
vial of *allomanya* every 24 hours, she begins to suffer the
effects of withdrawal. Her addiction also means that she
is resistant to *cure* spells and cured by *inflict* spells. Shen's
increased ability scores and natural armor from *allomanya*
addiction are already factored into her statistics above.

Totem-Enhanced In Chapter Seven, Frost brings back
Shen with the power of his *skull totem*. When this

happens, her CR increases to 18 and some of her
statistics change. These changes are as follows.

Female anarchic tiefling rogue 2/
mystic 8 of Time/assassin 6

Planar Handbook (Anarchic template)
fast healing 5; DR 5/magic

Immune cold, energy drain, fatigue, paralysis,
polymorph, petrification, stunning

Resist acid 5, cold 5, electricity 5, fire 5, sonic 5

Atk Options smite law (1/day, +16 damage)

SHIVER

CR 19

Female adult white dragon sorcerer 9

CE Large dragon (cold)

Init +4; Senses blindsense 60 ft., darkvision 120
ft., keen senses; Listen +24, Spot +24

Aura frightful presence (DC 20, 180 ft., HD 18 or fewer)

Languages Common, Draconic, Ogre, Solamnic

AC 26, touch 9, flat-footed 26

hp 248 (27 HD); DR 5/magic

Immune cold, paralysis, *sleep*

SR 18

Fort +18, Ref +14, Will +17

Weakness vulnerability to fire

Spd 60 ft., fly 200 ft. (poor), swim 60 ft.; Flyby Attack

Melee* bite +18 (2d6+13) and 2 claws each

+13 (1d8+10) and 2 wings each +13

(1d6+10) and tail slap +13 (1d8+15)

* includes adjustments for an 8-point Power Attack

Space 10 ft.; Reach 5 ft. (10 ft. with bite)

Base Atk +22; Grp +31

Atk Options Power Attack

Special Actions breath weapon (40 ft. cone 6d6

cold, Reflex DC 27 half), Wingover

Sorcerer Spells Known (CL 10th, +26 melee touch,

+21 ranged touch; 1d20+12 to overcome SR)

5th (3/day)—*cone of cold* (DC 21)

4th (6/day)—*ice storm*, *wall of ice* (DC 20)

3rd (7/day)—*dispel magic*, *gaseous*
form, *lightning bolt* (DC 19)

2nd (7/day)—*darkness*, *daze monster* (DC
16), *resist energy*, *summon swarm*

1st (7/day)—*burning hands* (DC 17), *magic missile*,
silent image, *true strike*, *ventriloquism*

0 (6/day)—*arcane mark*, *dancing lights*, *detect*
magic, *flare* (DC 16), *light*, *mage hand*,
prestidigitation, *ray of frost*, *read magic*

Spell-Like Abilities (CL 10th)

3/day—*fog cloud*, *gust of wind* (DC 16)

Abilities Str 21, Dex 10, Con 19, Int 14, Wis 13, Cha 18

SQ icewalking

Feats Alertness, Flyby Attack, Greater Spell Focus
(evocation), Improved Counterspell, Improved
Initiative, Persuasive, Power Attack, Spell Focus
(evocation), Spell Penetration, Wingover

Skills Bluff +23, Concentration +23, Escape Artist +21,
Hide +17, Knowledge (arcana) +21, Listen +24, Move
Silently +21, Search +23, Sense Motive +22, Spellcraft
+20, Spot +24, Swim +26, Use Magic Device +25

SIR CLIVE UTH RENNARD

CR 11

Male civilized human noble 3/fighter

4/Knight of the Crown 4

LG Medium humanoid

Knightly Orders of Ansalon (revised Knight of the Crown prestige class)

Init +0; Senses Listen +0, Spot +0

Languages Common, Ergot, Solamnic

AC 19, touch 9, flat-footed 19

hp 79 (11 HD); Diehard

Resist Honor-Bound

Fort +11, Ref +4, Will +5 (+7 against fear and compulsion spells and effects)

Spd 20 ft.

Melee* +1 *battleaxe* +12/+7 (1d8+9/x3)

* includes adjustments for a 3-point Power Attack

Base Atk +10; Grp +13

Atk Options Cleave, Mounted Combat, Power Attack, Ride-By Attack

Special Actions inspire confidence 1/day, strength of honor (+4 Str for 5 rounds) 2/day

Combat Gear *potion of cure moderate wounds* (2)

Abilities Str 16, Dex 8, Con 14, Int 12, Wis 10, Cha 14

SQ bonus class skill (Handle Animal), favor +2, fight to the death, heroic initiative +1, honorable will, knightly courage

Feats Cleave, Diehard^B, Honor-Bound^B, Leadership, Mounted Combat^B, Power Attack, Ride-By Attack^B, Weapon Focus (battleaxe), Weapon Specialization (battleaxe)^B

Skills Diplomacy +14, Gather Information +8, Handle Animal +12, Intimidate +10, Knowledge (nobility and royalty) +11, Knowledge (religion) +5, Ride +15, Sense Motive +6

Possessions combat gear plus +2 *banded mail*, +1 *light steel shield*, +1 *battleaxe*

Fight to the Death (Ex) Sir Clive gains the Diehard feat as a bonus feat.

Heroic Initiative (Ex) Sir Clive gains a +1 bonus on initiative checks.

Honorable Will (Su) Sir Clive applies his Charisma modifier as a morale bonus on all saving throws against compulsion spells and effects.

Knightly Courage (Su) Sir Clive applies his Charisma modifier as a morale bonus on all saving throws against fear effects.

Strength of Honor (Su) Twice per day, as a free action, Sir Clive can gain a +4 morale bonus to his Strength score for 5 rounds.

SIR DAVIC DiPAYNE

CR 10

Male civilized human fighter 7/Knight of the Crown 3

LG Medium humanoid

Knightly Orders of Ansalon (revised Knight of the Crown prestige class)

Init +0; Senses Listen +0, Spot +0

Languages Common, Solamnic

AC 20, touch 11, flat-footed 20

hp 80 (10 HD); Diehard

Resist Honor-Bound

Fort +10, Ref +2, Will +3 (+4 against fear)

Spd 20 ft. (half-plate); base 30 ft.

Melee* +1 *heavy flail* +12/+7 (1d10+13/19-20) or

Melee* +1 *lance* +12/+7 (1d8+9/x3)

* includes adjustments for a 3-point Power Attack

Base Atk +10; Grp +13

Atk Options Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge

Special Actions strength of honor (+4 Str for 4 rounds) 1/day

Abilities Str 17, Dex 8, Con 14, Int 13, Wis 10, Cha 12

SQ fight to the death, heroic initiative +1, honorable will, knightly courage

Feats Diehard, Honor-Bound^B, Mounted Combat^B, Power Attack, Ride-By Attack^B, Spirited Charge^B, Weapon Focus (heavy flail), Weapon Focus (lance), Weapon Specialization (heavy flail)^B, Weapon Specialization (lance)

Skills Diplomacy +11, Intimidate +14, Knowledge (nobility and royalty) +8, Ride +12

Possessions combat gear plus +2 *half-plate mail*, +1 *heavy flail*, +1 *lance*, *ring of protection* +2

Fight to the Death (Ex) Sir Davic gains the Diehard feat as a bonus feat.

Heroic Initiative (Ex) Sir Davic gains a +1 bonus on initiative checks.

Knightly Courage (Su) Sir Davic applies his Charisma modifier as a morale bonus on all saving throws against fear effects.

Strength of Honor (Su) Once per day, as a free action, Sir Davic can gain a +4 morale bonus to his Strength score for 4 rounds.

SIR FEODORE RHYMER

CR 10

Male civilized human fighter 7/Knight of the Crown 3

LG Medium humanoid

Knightly Orders of Ansalon (revised Knight of the Crown prestige class)

Init +1; Senses Listen -1, Spot -1

Languages Common, Solamnic

AC 20, touch 12, flat-footed 20

hp 80 (10 HD); Diehard

Resist Honor-Bound

Fort +10, Ref +3, Will +2 (+3 against fear)

Spd 20 ft. (spling mail); base 30 ft.

Melee* +1 *longsword* +12/+7/+2 (1d8+9/19-20) or

Melee* +1 *lance* +12/+7/+2 (1d8+9/x3)

* includes adjustments for a 3-point Power Attack

Base Atk +10; Grp +13

Atk Options Cleave, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge

Special Actions strength of honor (+4 Str for 4 rounds) 1/day

Abilities Str 17, Dex 10, Con 14, Int 13, Wis 8, Cha 12

SQ fight to the death, heroic initiative +1, honorable will, knightly courage

Feats Cleave, Diehard, Honor-Bound^B, Mounted Combat^B, Power Attack^B, Ride-By Attack^B, Spirited Charge^B, Weapon Focus (lance), Weapon Focus

(longsword), Weapon Specialization (lance)^B,
Weapon Specialization (longsword)
Skills Diplomacy +11, Intimidate +14, Knowledge
(nobility and royalty) +8, Ride +13
Possessions combat gear plus +2 *splint mail*, +1
longsword, +1 *lance*, *ring of protection* +2

Fight to the Death (Ex) Sir Feodore gains
the Diehard feat as a bonus feat.

Heroic Initiative (Ex) Sir Feodore gains a
+1 bonus on initiative checks.

Knightly Courage (Su) Sir Feodore applies his
Charisma modifier as a morale bonus on
all saving throws against fear effects.

Strength of Honor (Su) Once per day, as a free
action, Sir Feodore can gain a +4 morale
bonus to his Strength score for 4 rounds.

SIR HALEY COPPERCLASP CR 10

Male civilized human wizard 8 [Kingfisher
5]/Wizard of High Sorcery 2

LG Medium humanoid

Knightly Orders of Ansalon (Kingfisher substitution
class), *Towers of High Sorcery* (revised
Wizard of High Sorcery prestige class)

Init +3; Senses Listen +1, Spot +1

Languages Common, Draconic, Elven, Ergot, Solamnic

AC 18, touch 14, flat-footed 16

hp 37 (10 HD)

Fort +3, Ref +4, Will +10

Spd 30 ft.

Melee +2 *quarterstaff* +6 (1d6+1)

Base Atk +5; Grp +4

Combat Gear *potion of displacement*

Wizard Spells Prepared (CL 10th, +4 melee touch,
+7 ranged touch; 1d20+12 to overcome SR)

5th—*break enchantment*, *cloudkill* (DC 18)

4th—*ice storm* (DC 18), *lesser globe of
invulnerability*, *stoneskin*

3rd—*dispel magic*, *lightning bolt* (DC 17), *magic
circle against chaos*, *protection from energy*

2nd—*flaming sphere* (DC 16), *fox's cunning*,
resist energy, *scorching ray*, *web* (DC 15)

1st—*enlarge person*, *hold portal*, *magic missile*, *shield*, *sleep*

0—*detect magic*, *flare*, *light*, *resistance*

Abilities Str 8, Dex 14, Con 12, Int 17, Wis 13, Cha 10

SQ arcane research +1, heroic initiative +1, magic of loyalty,
moon magic, summon familiar, tower resources

Feats Brew Potion, Combat Casting^B, Scribe Scroll^B, Spell Focus
(abjuration), Spell Focus (evocation), Spell Penetration

Skills Concentration +14 (+18 casting defensively),
Decipher Script +16, Intimidate +6, Knowledge
(arcana) +15, Knowledge (geography) +14,
Knowledge (history) +14, Ride +8, Spellcraft +19

Possessions combat gear plus +2 *quarterstaff*,
bracers of armor +4, *ring of protection* +2

Heroic Initiative (Ex) Sir Haley gains a
+1 bonus on initiative checks.

Magic of Loyalty (Su) At the beginning of combat, Sir
Haley may choose one ally with whom he has an

oath of loyalty or service. Whenever he is using
magic to protect, defend, or support that ally, the
saving throw DC of his spells is increased by +2. In
addition, all saving throws Sir Haley makes against
mind-affecting spells and effects when defending or
protecting his designated ally gain a +2 bonus.

Spellbook Prepared spells plus: all 0-level spells; 1st—
burning hands, *endure elements*, *feather fall*, *floating disk*,
mage armor; 2nd—*continual flame*, *darkness*, *mirror
image*, *protection from arrows*, *shatter*; 3rd—*fireball*,
haste, *nondetection*, *wind wall*; 4th—*remove curse*,
shout, *wall of fire*; 5th—*cone of cold*, *dismissal*

SIR PALADIAN DRAGONHELM CR 11

Male civilized human noble 6/cleric 4 of Kiri-
Jolith/Knight of the Sword 1 [Cleric 1]

LG Medium humanoid

Knightly Orders of Ansalon (revised Knight
of the Sword prestige class)

Init -1; Senses Listen +9, Spot +4

Languages Common, Solamnic

AC 19, touch 9, flat-footed 19

hp 75 (11 HD); Diehard

Resist Honor-Bound

Fort +10, Ref +5, Will +13

Spd 20 ft. (chainmail); base 30 ft.

Melee +1 longsword +11/+6 (1d8+2/19-20) or

Melee shield bash +9 (1d3) or

Melee +1 longsword +7/+2 (1d8+2/19-
20) and shield bash +1 (1d3)

Base Atk +8; Grp +9

Atk Options Mounted Combat

Special Actions inspire confidence 2/day,
spontaneous casting (*cure* spells), turn
undead (+4, 2d6+6, 4th) 5/day)

Combat Gear *potion of cure moderate wounds* (3)

Cleric Spells Prepared (CL 7th, +9 melee
touch, +7 ranged touch)

4th—*divine power*^D, *freedom of movement*, *restoration*

3rd—*magic vestment*^D, *prayer*, *protection
from energy*, *searing light*

2nd—*bull's strength*^D, *hold person*, *owl's wisdom*,
shield other, *sound burst* (DC 16)

1st—*divine favor*, *enlarge person*^D, *entropic
shield*, *obscuring mist*, *protection
from evil*, *sanctuary* (DC 15)

0—*detect magic*, *detect poison*, *guidance*,
light, *purify food and drink*, *resistance*

^D: Domain spell. Domain: Strength, War

Abilities Str 12, Dex 8, Con 14, Int 10, Wis 18, Cha 14

SQ aura of good (CL 5th), bonus class skill

(Concentration), Cleric spellcasting, coordinate
+2, favor +3, feat of strength 1/day

Feats Diehard^B, Endurance, Honor-Bound, Improved Shield
Bash, Mounted Combat, Weapon Focus (longsword)^B

Skills Concentration +17, Diplomacy +13,
Gather Information +6, Knowledge (nobility
and royalty) +6, Knowledge (religion) +9,
Listen +9, Ride +8, Sense Motive +7

Possessions combat gear plus +2 *chain mail*, +2 *light steel shield*, +1 *longsword*, *peripat of Wisdom* +2

Clerist Spellcasting Sir Paladian prepares his spells as a cleric does. However, to gain the additional 3 caster levels from his levels in Knight of the Sword, he must spend one day per week in meditation and prayer to Kiri-Jolith.

STIKHYAMU THE RAZHAK

CR 14

LN Large elemental (earth)

Bestiary of Krynn (Razhak)

Init +3; Senses darkvision 60 ft., telepathy

100 ft.; Listen +13, Spot +18

Languages Common, Terran

AC 26, touch 8, flat-footed 26

hp 250 (20 HD); regeneration 10; DR 15/adamantine

Immune elemental traits

Fort +17, Ref +7, Will +9

Spd 30 ft.

Melee* slam +17 (2d8+12/20) or

Melee* 2 slams each +17 (2d8+12/20)

* includes adjustments for a 5-point Power Attack

Space 10 ft.; Reach 10 ft.

Base Atk +15; Grp +26

Atk Options Cleave, Power Attack

Abilities Str 25, Dex 8, Con 27, Int 14, Wis 13, Cha 16

SQ amorphous form, earth glide

Feats Cleave, Improved Initiative, Iron Will,

Lightning Reflexes, Power Attack, Skill Focus

(Sense Motive), Weapon Focus (slam)

Skills Diplomacy +20, Hide +12, Knowledge (history)

+14, Listen +13, Sense Motive +21, Spot +18

Amorphous Form (Su) Stikhyamu is able to alter its earthen shape. At will, it can turn into any sort of mineral shape. The effects allow the razhak to change itself in a manner that resembles the *stone shape* spell cast as a level 20 sorcerer. As a full-round action, it can use this ability to shift its arms around and grow two more arms, gaining an additional slam attack for each new arm when taking a full attack action. Each new arm also reduces its speed by 10 feet.

Earth Glide (Ex) Stikhyamu can glide through stone, dirt, or almost any other sort of earth, except metal, as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing Stikhyamu flings it back 30 feet, stunning it for 1 round unless it succeeds on a DC 15 Fortitude save.

Regeneration (Ex) Acid deals normal damage to Stikhyamu. If it loses a limb or a body part, the lost portion reforms in 1d6 rounds. If it is removed from contact with earth or any other mineral surface, such as by a *levitate* spell, all damage suffered is normal damage, and it cannot reform limbs.

SYMACCA ARGYROS

CR 16

Male civilized human mariner 10/fighter 6

LN Medium humanoid

Legends of the Twins (Lucky feat, Quick-

Thinking feat, revised Mariner class)

Init +7; Senses Listen +4, Spot +13

Languages Common, Ergot

AC 24, touch 15, flat-footed 19; back-to-back +2, Dodge, Mobility

hp 114 (16 HD)

Fort +15, Ref +15, Will +8

Spd 30 ft.

Melee +2 *rapier of wounding* +24/+19/+14/+9 (1d8+2/15-20 plus 1 Con)

Base Atk +16; Grp +16

Atk Options Combat Reflexes, dirty strike +3d4, Improved Disarm, Improved Feint, Quick Draw

Combat Gear *potion of cure serious wounds* (2)

Abilities Str 10, Dex 20, Con 14, Int 10, Wis 14, Cha 12

SQ sailor lore, seamanship +3

Feats Alertness^B, Combat Reflexes^B, Dodge, Improved Critical (rapier)^B, Improved Disarm, Improved Feint^B, Lucky^B, Mobility, Negotiator, Persuasive, Quick Draw^B, Quick-Thinking, Weapon Finesse^B, Weapon Focus (rapier)^B

Skills Balance +19, Bluff +12, Climb +15 (+17 involving climbing ropes), Diplomacy +5, Escape Artist +12 (+14 involving ropes), Gather Information +8, Intimidate +14, Jump +9, Listen +4, Profession (sailor) +8, Sense Motive +4, Spot +13, Survival +11, Swim +12, Tumble +14, Use Rope +14 (+16 involving bindings)

Possessions combat gear plus *studded leather* +3, *buckler* +2, +2 *rapier of wounding*, *bracelet of friends*, *gloves of Dexterity* +4, *ring of water walking*

Back-to-Back (Ex) Whenever Symacca is adjacent to an ally and using the fighting defensively or total defense combat options, he gains a +2 dodge bonus to his AC. He loses this bonus if he is denied his Dexterity bonus to AC or if he or his ally moves more than 5 ft. away.

Dirty Strike (Ex) Symacca may choose to make a single melee attack on his turn as a full round action that deals an additional 3d4 points of damage. The additional damage caused by a dirty strike is the same kind of damage as the weapon used in the attack. This ability has no effect on creatures without a discernable anatomy or that are immune to critical hits, such as constructs, oozes, plants, or undead. Additional damage from a dirty strike is not multiplied if Symacca scores a successful critical hit.

Sailor Lore (Ex) Symacca may make a special sailor lore check at a +10 to see whether he knows some relevant information about local people or history, far away places, or strange superstitions. This check will not necessarily reveal true information, as much of the time Symacca heard it from someone who heard it from a friend, who heard it from a guy, etc. Symacca may not take 10 or 20 on this check; this sort of knowledge is essentially random.

Seamanship (Ex) Symacca gains a +3 competence bonus to all Balance, Climb, and Profession (sailor) checks.

MINIONS, MONSTERS, AND MINOR CHARACTERS

ADVANCED WINTER WOLF

CR 9

NE Huge magical beast

Init +5; Senses darkvision 60 ft., low-light vision, scent; Listen +10, Spot +10

AC 18, touch 9, flat-footed 17; Dodge
hp 189 (18 HD)
Immune cold
Fort +16, Ref +12, Will +8
Weakness vulnerability to fire

Spd 50 ft.
Melee bite +19 (2d6+17 plus 1d6 cold)
* includes adjustments for a 5-point Power Attack
Space 15 ft.; Reach 10 ft.
Base Atk +18; Grp +34
Atk Options breath weapon (15 ft., cone
4d6 cold, Reflex DC 26 half), trip

Abilities Str 26, Dex 13, Con 20, Int 9, Wis 14, Cha 10
Feats Ability Focus (breath weapon), Alertness,
Dodge, Improved Initiative, Improved
Natural Armor, Power Attack, Track
Skills Hide +2 (+9 in snow and ice), Listen +10, Move
Silently +7, Spot +10, Survival +5 (+10 tracking by scent)

AIR ELEMENTAL MINION CR 9

Air elemental minion warrior 30
LN Large elemental (Air, Extraplanar)
Bestiary of Krynn (Air Minion)
Init +8; Senses darkvision 60 ft.; Listen +11, Spot +11
Languages Auran, Common

AC 18, touch 13, flat-footed 14
hp 92 (16 HD); fast healing 5 (air); DR 5/-
Immune elemental traits
Fort +10, Ref +12, Will +5

Speed fly 90 ft. (perfect)
Melee +1 *keen large rapier* +19/+14/+9 (1d8+4/15-20)
Space 10 ft.; Reach 10 ft.
Base Atk +14; Grp +25
Atk Options Combat Reflexes, Flyby Attack
Special Actions air mastery

Abilities Str 16, Dex 19, Con 12, Int 14, Wis 10, Cha 12
Feats Combat Reflexes, Flyby Attack, Improved
Initiative, Improved Natural Armor, Weapon
Finesse, Weapon Focus (rapier)
Skills Bluff +11, Intimidate +15, Listen
+11, Sense Motive +9, Spot +11
Possessions small shield, +1 *keen large rapier*

Air Mastery (Ex) Airborne creatures take a –1 penalty
on attack and damage rolls against an air minion.
Elemental Healing (Su) Air minions are considered
to have fast healing 5 when they are fully
surrounded by or immersed in their element.

AUXILIARY MAGE-ADEPT CR 2

Male civilized human wizard 2
LG Medium humanoid
Init +0; Senses Listen +1, Spot +1
Languages Common, Ergot, Solamnic

AC 11, touch 10, flat-footed 11
hp 7 (2 HD)
Fort +0, Ref +0, Will +4

Spd 30 ft.
Melee quarterstaff +0 (1d6-1)
Base Atk +1; Grp +0

Wizard Spells Prepared (CL 2nd, +0
melee touch, +1 ranged touch)
1st—*burning hands* (DC 13), *magic missile* (2)
0—*detect magic, flare, ray of frost* (2)

Abilities Str 8, Dex 11, Con 10, Int 13, Wis 12, Cha 9
Feats Combat Casting, Scribe Scroll^B,
Spell Focus (evocation)^B
Skills Concentration +5 (+9 casting defensively), Decipher
Script +6, Knowledge (arcana) +6, Spellcraft +6
Possessions quarterstaff, *bracers of armor* +1

CONSERVATORY ARCANISTS CR 12

Male ogre mage sorcerer 4
NE Large giant
Init +0; Senses darkvision 60 ft.; Listen +11, Spot +11
Languages Common, Draconic, Dwarven,
Elven, Goblin, Infernal, Ogre

AC 18, touch 9, flat-footed 18
hp 72 (9 HD); regeneration 5
SR 19
Fort +8, Ref +2, Will +8

Spd 40 ft., fly 40 ft. (good)
Melee +1 *large quarterstaff* +9/+4 (1d8+5)
Space 10 ft.; Reach 10 ft.
Base Atk +5; Grp +13
Combat Gear *potion of cure moderate wounds*,
wand of lightning bolt (5th)
Sorcerer Spells Known (CL 8th, +8 melee
touch, +4 ranged touch)
2nd (4/day)—*ghoul touch* (DC 18)
1st (7/day)—*chill touch* (DC 17), *mage
armor, ray of enfeeblement*
0 (6/day)—*dancing lights, daze* (DC 16), *detect
magic, mage hand, mending, message, read
magic, resistance, touch of fatigue* (DC 16)

Spell-Like Abilities (CL 9th)
at will—*darkness, invisibility*
1/day—*charm person* (DC 17), *cone of cold* (DC
21), *gaseous form, polymorph, sleep* (DC 17)

Abilities Str 18, Dex 10, Con 18, Int 18, Wis 17, Cha 22
SQ summon familiar (quasit)
Feats Brew Potion, Combat Casting, Craft
Wondrous Item, Improved Familiar
Skills Bluff +14, Concentration +15 (+19 casting
defensively), Diplomacy +12, Disguise +6 (+8 to act
in character), Intimidate +8, Jump +8, Knowledge
(arcana) +11, Listen +11, Sense Motive +10,
Sleight of Hand +2, Spellcraft +18, Spot +11
Possessions combat gear plus +1 *large
quarterstaff, bracers of armor* +4

CONSERVATORY ARTIFACT-HUNTERS CR 12

Male ogre mage rogue 4
NE Large giant
Init +4; Senses darkvision 60 ft.; Listen +11, Spot +11
Languages Common, Dwarven, Elven,
Goblin, Infernal, Ogre

AC 22, touch 13, flat-footed 18; Dodge,
Mobility, uncanny dodge

hp 58 (9 HD); regeneration 5
 SR 19
 Fort +7, Ref +9, Will +5; evasion
 Spd 40 ft., fly 40 ft. (good); Spring Attack
 Melee +1 *large short sword* +14/+9 (1d8+8/19-20) or
 Ranged mwk large composite shortbow
 +10/+5 (1d8+5/x3)
 Space 10 ft.; Reach 10 ft.
 Base Atk +6; Grp +17
 Atk Options sneak attack +2d6
 Combat Gear *scroll of blindness/*
deafness, scroll of ghoul touch
 Spell-Like Abilities (CL 9th)
 at will—*darkness, invisibility*
 1/day—*charm person* (DC 14), *cone of cold* (DC
 18), *gaseous form, polymorph, sleep* (DC 14)
 Abilities Str 24, Dex 18, Con 14, Int 17, Wis 16, Cha 16
 SQ trap sense +1, trapfinding
 Feats Dodge, Mobility, Spring Attack,
 Weapon Focus (large short sword)
 Skills Appraise +7, Decipher Script +11, Disable
 Device +7, Hide +8, Jump +11, Listen +11, Move
 Silently +12, Open Lock +8, Search +11, Spellcraft
 +11 (+13 to decipher spells on scrolls), Spot +11,
 Use Magic Device +11 (+13 involving scrolls)
 Possessions combat gear plus *leather armor* +2, +1
large short sword, mwk large composite shortbow
 (+5 Str) with 20 arrows, *gloves of Dexterity* +2

CROWN KNIGHT OFFICER CR 9

Male civilized human noble 2/fighter
 3/Knight of the Crown 4
 LG Medium humanoid
Knightly Orders of Ansalon (revised Knight
 of the Crown prestige class)
 Init +0; Senses Listen +2, Spot +2
 Languages Common, Ergot, Solamnic
 AC 17, touch 9, flat-footed 17
 hp 69 (9 HD); Diehard
 Resist Honor-Bound
 Fort +9, Ref +4, Will +5 (+7 against fear
 and compulsion spells and effects)
 Spd 20 ft. (chainmail); base 30 ft.
 Melee +1 *longsword* +13/+8 (1d8+4/19-20)
 Base Atk +8; Grp +11
 Atk Options Mounted Combat, Ride-By Attack
 Special Actions inspire confidence 1/day, strength
 of honor (+4 Str for 5 rounds) 2/day
 Combat Gear *potion of cure moderate wounds* (2)
 Abilities Str 16, Dex 8, Con 14, Int 12, Wis 10, Cha 14
 SQ bonus class skill (Handle Animal), favor
 +1, fight to the death, heroic initiative +1,
 honorable will, knightly courage
 Feats Alertness, Diehard^B, Endurance, Honor-
 Bound^B, Leadership, Mounted Combat^B, Ride-
 By Attack^B, Weapon Focus (longsword)
 Skills Diplomacy +13, Gather Information +7,
 Handle Animal +10, Intimidate +8, Knowledge
 (nobility and royalty) +10, Knowledge

(religion) +5, Ride +13, Sense Motive +5
 Possessions combat gear plus +1 *chainmail*,
 +1 *light steel shield*, +1 *longsword*
 Fight to the Death (Ex) The Crown Knight Officer
 gains the Diehard feat as a bonus feat.
 Heroic Initiative (Ex) The Crown Knight Officer
 gains a +1 bonus on initiative checks.
 Honorable Will (Su) The Crown Knight Officer applies
 his Charisma modifier as a morale bonus on all
 saving throws against compulsion spells and effects.
 Knightly Courage (Su) The Crown Knight Officer
 applies his Charisma modifier as a morale bonus
 on all saving throws against fear effects.
 Strength of Honor (Su) Twice per day, as a free action,
 the Crown Knight Officer can gain a +4 morale
 bonus to his Strength score for 5 rounds.

DICTATORIAL GUARD CR 4

Male ogre fighter 1
 CE Large giant
 Init +1; Senses darkvision 60 ft.; Listen +5, Spot +4
 Languages Common, Ogre
 AC 21, touch 10, flat-footed 20
 hp 44 (5 HD)
 Resist *cure* spells
 Fort +10, Ref +2, Will +1
 Weakness *allomanya* addiction
 Spd 30 ft. (scale mail); base 40 ft.
 Melee* mwk large halberd +9 (2d8+11/x3) or
 Melee* mwk large handaxe +9 (1d8+11)
 * includes adjustments for a 3-point Power Attack
 Space 10 ft.; Reach 10 ft.
 Base Atk +4; Grp +16
 Atk Options Power Attack
 Abilities Str 27, Dex 13, Con 18, Int 8, Wis 10, Cha 8
 Feats Alertness, Power Attack^B, Skill Focus (Intimidate)
 Skills Climb +7, Intimidate +3, Jump +9, Listen +5, Spot +4
 Possessions mwk scale mail, mwk large halberd,
 mwk large handaxe, vial of *allomanya* (2)
Allomanya Addiction The Dictatorial Guard is addicted to
allomanya (see Appendix One for more details). If he
 does not ingest a vial of *allomanya* every 24 hours, he
 begins to suffer the effects of withdrawal. His addiction
 also means that he is resistant to *cure* spells and cured
 by *inflict* spells. The Dictatorial Guard's increased
 ability scores and natural armor from *allomanya*
 addiction are already factored into his statistics above.

DICTATORIAL GUARD OFFICER CR 8

Male ogre fighter 5
 CE Large giant
 Init +1; Senses darkvision 60 ft.; Listen +5, Spot +4
 Languages Common, Ogre
 AC 20, touch 10, flat-footed 19
 hp 82 (9 HD)
 Resist *cure* spells
 Fort +12, Ref +3, Will +2
 Weakness *allomanya* addiction
 Spd 30 ft. (scale mail); base 40 ft.

Melee* +1 *large halberd* +13/+8 (2d8+17/x3) or
Melee* *mwk large handaxe* +12/+7 (1d8+14)
* includes adjustments for a 5-point Power Attack
Space 10 ft.; Reach 10 ft.
Base Atk +8; Grp +21

Atk Options Cleave, Power Attack

Abilities Str 28, Dex 13, Con 18, Int 8, Wis 10, Cha 8

Feats Alertness, Cleave^B, Power Attack, Skill

Focus (Intimidate), Weapon Focus (halberd)^B,

Weapon Specialization (halberd)^B,

Skills Climb +8, Intimidate +7, Jump

+10, Listen +5, Spot +4

Possessions *scale mail* +1, +1 *large halberd*, *mwk large handaxe*, vial of *allomanya* (2)

Allomanya Addiction The Dictatorial Guard Officer is addicted to *allomanya* (see Appendix One for more details). If he does not ingest a vial of *allomanya* every 24 hours, he begins to suffer the effects of withdrawal. His addiction also means that he is resistant to *cure* spells and cured by *inflict* spells. The Dictatorial Guard Officer's increased ability scores and natural armor from *allomanya* addiction are already factored into his statistics above.

EARTH ELEMENTAL MINION CR 9

Earth elemental minion warrior 10

LN Large elemental (earth, extraplanar)

Bestiary of Krynn (Earth Minion)

Init +1; Senses darkvision 60 ft.; Listen +11, Spot +11

Languages Common, Terran

AC 18, touch 10, flat-footed 17

hp 108 (16 HD); fast healing 5 (earth); DR 5/-

Immune elemental traits

Fort +14, Ref +6, Will +5

Spd 20 ft.; burrow 40 ft.

Melee* +1 *mighty cleaving large warhammer* +15/+10/+5 (2d6+11/x3)

* includes adjustments for a 5-point Power Attack

Space 10 ft.; Reach 10 ft.

Base Atk +14; Grp +23

Atk Options Cleave, Improved Bull Rush, Improved Sunder, Power Attack

Special Actions earth mastery

Abilities Str 20, Dex 12, Con 15, Int 14, Wis 10, Cha 12

Feats Cleave, Improved Bull Rush, Improved

Natural Armor, Improved Sunder, Power

Attack, Weapon Focus (warhammer)

Skills Intimidate +20, Listen +11, Sense

Motive +10, Spot +11

Possessions +1 *mighty cleaving large warhammer*

Earth Mastery (Ex) An earth minion gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the minion takes a -4 penalty on attack and damage rolls.

Elemental Healing (Su) Earth minions are considered to have fast healing 5 when they are fully surrounded by or immersed in their element.

FIRE ELEMENTAL MINION CR 9

Fire elemental minion warrior 10

LN Large elemental (extraplanar, fire)

Bestiary of Krynn (Fire Minion)

Init +3; Senses darkvision 60 ft.; Listen +11, Spot +11

Languages Common, Ignan

AC 18, touch 12, flat-footed 15; Dodge, Mobility

hp 108 (16 HD); fast healing 5 (fire); DR 5/-

Immune elemental traits

Fort +11, Ref +11, Will +5

Spd 40 ft.; Spring Attack

Melee +1 *flaming large longsword* +18/+13/+8 (2d6+4/17-20 plus 1d6 fire) or

Melee slam +16 (1d6+3plus 2d4 fire) or

Melee +1 *flaming large longsword* +18/+13/+8 (2d6+4/17-20 plus 2d6 fire) and slam +11 (1d6+1plus 2d4 fire)

Space 10 ft.; Reach 10 ft.

Base Atk +14; Grp +21

Atk Options burn, heat

Abilities Str 17, Dex 16, Con 14, Int 14, Wis 10, Cha 12

Feats Dodge, Improved Critical (longsword),

Improved Natural Armor, Mobility, Spring

Attack, Weapon Focus (longsword)

Skills Intimidate +20, Listen +11, Sense

Motive +10, Spot +11

Possessions small shield, +1 *flaming large longsword*

Burn (Ex) When a fire minion hits with its slam attack, the opponent must succeed on a DC 15 Reflex save or catch fire.

Elemental Healing (Su) Fire minions are considered to have fast healing 5 when they are fully surrounded by or immersed in their element.

Heat (Ex) Merely touching or being touched by a fire minion automatically deals 2d4 fire damage.

HUMAN GLADIATOR CR 10

Male civilized human barbarian 10

CN Medium humanoid

Init +2; Senses Listen +8, Spot -1

Languages Common, Ergot

AC 18, touch 12, flat-footed 16; improved uncanny dodge, uncanny dodge

hp 89 (10 HD); DR 2/-

Fort +8, Ref +5, Will +2

Spd 40 ft.

Melee +1 *keen ranseur* +15/+10 (2d4+5/19-20 x3)

Space 10 ft.; Reach 5 ft. (10 ft. with +1 *keen ranseur*)

Base Atk +10; Grp +13

Atk Options Combat Expertise, Improved Disarm, Improved Trip

Special Actions rage 3/day (6 rounds)

Abilities Str 16, Dex 14, Con 13, Int 13, Wis 8, Cha 10

SQ illiteracy, trap sense +3

Feats Combat Expertise, Improved Disarm, Improved

Trip, Toughness^B, Weapon Focus (ranseur)

Skills Climb +15, Intimidate +13, Jump +19, Listen +8, Ride +11, Survival +12, Swim +9

Possessions *chain shirt* +2, +1 *keen ranseur*

Rage (Ex) When the human gladiator rages,

his statistics change as follows:
 AC 16, touch 10, flat-footed 14
 hp 101
 Fort +10, Will +4
 Melee +1 *keen ranseur* +17/+12 (2d4+8/19-20 x3)
 Grp +15
 Abilities Str 20, Con 17
 Skills Climb +17, Jump +21, Swim +11

JOLITHAN CLERIC

CR 2

Male civilized human cleric 2 of Kiri-Jolith
 LG Medium humanoid
 Init -1; Senses Listen +1, Spot +1
 Languages Common, Solamnic

AC 15, touch 9, flat-footed 15
 hp 16 (2 HD)
 Fort +3, Ref -1, Will +4

Spd 20 ft. (chainmail); base 30 ft.
 Melee longsword +3 (1d8+1/19-20)
 Base Atk +1; Grp +2
 Special Actions spontaneous casting (*cure* spells),
 turn undead 3/day (+2, 2d6+2, 2nd)
 Cleric Spells Prepared (CL 2nd, +2 melee
 touch, +0 ranged touch)
 1st—*bless, enlarge person*^D, *protection from evil, shield of faith*
 0—*guidance, light, resistance, virtue*
^D: Domain spell. Domain: Strength, War

Abilities Str 12, Dex 8, Con 11, Int 9, Wis 13, Cha 10
 SQ aura of good, feat of strength
 Feats Combat Casting^B, Toughness,
 Weapon Focus (longsword)^B
 Skills Concentration +5 (+9 casting defensively),
 Knowledge (history) +4, Knowledge (religion) +4
 Possessions chainmail, light steel shield, longsword

KNIGHT OF THE CROWN

CR 6

Male civilized human fighter 4/Knight of the Crown 2
 LG Medium humanoid
Knightly Orders of Ansalon (revised Knight
 of the Crown prestige class)
 Init +0; Senses Listen -1, Spot -1
 Languages Common, Ergot, Solamnic

AC 15, touch 9, flat-footed 15
 hp 39 (6 HD)
 Resist Honor-Bound
 Fort +8, Ref +0, Will +2 (+3 against fear)

Spd 20 ft. (chainmail); base 30 ft.
 Melee* mwk longsword +7/+2 (1d8+3/19-20)
 * includes adjustments for a 2-point Power Attack
 Base Atk +6; Grp +7
 Atk Options Cleave, Mounted Combat,
 Power Attack, Ride-By Attack
 Special Actions strength of honor (+4
 Str for 4 rounds) 1/day

Abilities Str 13, Dex 9, Con 12, Int 10, Wis 8, Cha 12
 SQ heroic initiative +1, knightly courage
 Feats Cleave^B, Honor-Bound^B, Iron Will,
 Mounted Combat^B, Power Attack^B, Ride-
 By Attack, Weapon Focus (longsword)

Skills Diplomacy +5, Handle Animal +7, Knowledge
 (nobility and royalty) +4, Ride +10
 Possessions chainmail, light steel shield, mwk longsword
 Heroic Initiative (Ex) A Knight of the Crown
 gains a +1 bonus on initiative checks.
 Knightly Courage (Su) A Knight of the Crown
 applies his Charisma modifier as a morale bonus
 on all saving throws against fear effects.
 Strength of Honor (Su) Once a day, as a free action,
 a Knights of the Crown can gain a +4 morale
 bonus to his Strength score for 4 rounds.

OGRE GLADIATOR

CR 12

Male ogre fighter 4/barbarian 5
 CN Large giant
 Init +5; Senses darkvision 60 ft.; Listen +1, Spot +1
 Languages Common, Ogre

AC 20, touch 10, flat-footed 19; improved
 uncanny dodge, uncanny dodge
 hp 128 (13 HD); Diehard
 Fort +16, Ref +4, Will +2

Spd 50 ft.
 Melee* +1 *large greataxe of wounding* +13/+8/+3
 (3d6+31/19-20 x3 plus 1 Con)
 * includes adjustments for an 8-point Power Attack
 Space 10 ft.; Reach 10 ft.
 Base Atk +12; Grp +24
 Atk Options Power Attack
 Special Actions rage 2/day (9 rounds)

Abilities Str 26, Dex 12, Con 18, Int 6, Wis 8, Cha 9
 SQ trap sense +1
 Feats Diehard, Endurance, Improved Critical (large
 greataxe), Improved Initiative, Power Attack^B,
 Skill Focus (Intimidate), Weapon Focus (large
 greataxe)^B, Weapon Specialization (large greataxe)^B
 Skills Climb +12, Intimidate +11, Jump +16,
 Listen +1, Spot +1, Survival +9
 Possessions *studded leather armor* +2,
 +1 *large greataxe of wounding*

Rage (Ex) When the ogre gladiator rages,
 his statistics change as follows:
 AC 18, touch 8, flat-footed 17
 hp 148
 Fort +18, Will +4
 Melee* +1 *large greataxe of wounding* +13/+8/+3
 (3d6+38/19-20 x3 plus 1 Con)
 * includes adjustments for a 10-point Power Attack
 Grp +26
 Abilities Str 30, Con 22
 Skills Climb +14, Jump +18

OGRE SLAVER

CR 9

Male ogre barbarian 6
 CE Large giant
 Init +0; Senses darkvision 60 ft.; Listen +10, Spot +5
 Languages Common, Ogre

AC 17, touch 9, flat-footed 17; improved
 uncanny dodge, uncanny dodge
 hp 90 (10 HD)

Fort +12, Ref +3, Will +3

Spd 40 ft. (hide armor); base 50 ft.

Melee large greatclub +13/+8 (2d8+7) or

Melee large greatclub +9/+4 (2d8+7 nonlethal) or
Ranged net +8 (entangle)

Space 10 ft.; Reach 10 ft.

Base Atk +9; Grp +18

Special Actions rage 2/day (8 rounds)

Abilities Str 21, Dex 10, Con 16, Int 6, Wis 10, Cha 6

SQ illiteracy, trap sense +2

Feats Alertness, Endurance, Exotic Weapon

Proficiency (net), Toughness

Skills Climb +7, Jump +9, Listen +10, Spot +5, Survival +6

Possessions hide armor, large greatclub, net

Rage (Ex) When the ogre slaver rages, his
statistics change as follows:

AC 15, touch 7, flat-footed 15

hp 105

Fort +14, Will +5

Melee large greatclub +15/+10 (2d8+9)

Grp +16

Abilities Str 25, Con 20

Skills Climb +9, Jump +11

QUALINESTI WILDRUNNERS

CR 8

Male or female Qualinesti elf ranger 2/fighter 6

CG Medium humanoid

Init +3; Senses elvensight (darkvision 30 ft.,
low-light vision); Listen +8; Spot +8

Languages Common, Elven

AC 18, touch 13, flat-footed 15; Dodge, Mobility

hp 42 (8 HD)

Immune *sleep*

Fort +8, Ref +8, Will +3 (+5 against enchantments)

Spd 30 ft.

Melee mwk longsword +9/+4 (1d8/19-20) or

Ranged +1 *longbow* +13/+8 (1d8+2/x3) or

Ranged +1 *longbow* +11/+11/+6 (1d8+2/x3) with Rapid Shot

Base Atk +8; Grp +8

Atk Options combat style (archery), favored enemy dragon
+2, Point Blank Shot, Precise Shot, Shot on the Run

Combat Gear *potion of cure moderate wounds* (2)

Abilities Str 10, Dex 16, Con 10, Int 8, Wis 12, Cha 9

SQ wild empathy +1 (magical beasts -3)

Feats Dodge, Mobility, Point Blank Shot^B, Precise Shot^B,
Rapid Shot^B, Shot on the Run, Track^B, Weapon Focus
(*longbow*)^B, Weapon Specialization (*longbow*)^B

Skills Handle Animal +5, Knowledge (nature) +4,
Listen +8, Search +8, Spot +8, Survival +8

Possessions combat gear plus +2 *studded leather*,
mwk longsword, +1 *longbow* with 40 arrows

SANGUINARIUM AGENT

CR 15

Male or female ogre fighter 6/cleric 6 of Chemosh

CE Large giant

Holy Orders of the Stars (Undeath domain)

Init +2; Senses darkvision 60 ft.; Listen +8, Spot +8

Languages Common, Ogre

AC 23, touch 7, flat-footed 23

hp 130 (16 HD)

Fort +17, Ref +5, Will +13

Spd 30 ft. (+3 *banded mail*); base 40 ft.

Melee +2 *large sickle* +22/+17/+12 (1d8+11)

Space 10 ft.; Reach 10 ft.

Base Atk +13; Grp +24

Atk Options Cleave, Improved Bull Rush, Power Attack

Special Actions rebuke or command undead 7/day (+0,
2d6+6, 6th), spontaneous casting (*inflict spells*)

Combat Gear *potion of cure moderate wounds*,
potion of haste, *potion of heroism*

Cleric Spells Prepared (CL 6th, +19 melee

touch, +10 ranged touch)

3rd—*animate dead*^D, *magic circle against good*,
protection from energy, *summon monster III*

2nd—*bear's endurance*, *bull's strength*, *death knell*^D
(DC 18), *hold person* (DC 17), *spiritual weapon*

1st—*cause fear* (DC 17), *detect undead*^D, *divine favor*,
doom (DC 17), *obscuring mist*, *shield of faith*

0—*cure minor wounds*, *detect magic*, *detect*
poison, *guidance*, *resistance*

^D: Domain spell. Domain: Death, Undeath

Abilities Str 24, Dex 6, Con 16, Int 6, Wis 20, Cha 10

SQ aura of evil

Feats Cleave, Combat Casting, Endurance, Extra Turning^B,

Improved Bull Rush, Improved Initiative^B, Lightning

Reflexes, Power Attack^B, Spell Focus (necromancy),

Weapon Focus (*sickle*)^B, Weapon Specialization (*sickle*)^B

Skills Climb +3, Concentration +9 (+13 casting defensively),
Intimidate +6, Jump +6, Listen +8, Spot +8

Possessions combat gear plus +3 *banded mail*, +2 *light*
wooden shield, +2 *large sickle*, *periapt of Wisdom* +2

SILVANESE OFFICER

CR 11

Male Silvanesti elf fighter 3/sorcerer 6/eldritch knight 2

CG Medium humanoid

Init +5; Senses *elvensight* (darkvision 30 ft.,
low-light vision); Listen +1, Spot +1

Languages Common, Elven, Solamnic

AC* 19, touch 15, flat-footed 15

hp 43 (11 HD)

Immune *sleep*

Fort +8, Ref +4, Will +5 (+7 against enchantments)

* includes adjustments for a 3-point Combat Expertise

Spd 30 ft.

Melee* +2 *longsword* +10/+5 (1d8+4)

* includes adjustments for a 3-point Combat Expertise

Base Atk +8; Grp +10

Atk Options Combat Expertise, Improved Disarm

Combat Gear *potion of cure moderate*
wounds, *potion of haste*

Sorcerer Spells Known (CL 7th, +10

melee touch, +9 ranged touch)

3rd—*haste*, *lightning bolt* (DC 17)

2nd—*cat's grace*, *gust of wind* (DC 16), *scorching ray*

1st—*burning hands* (DC 15), *enlarge person*,
magic missile, *magic weapon*, *shield*

0—*detect magic*, *detect poison*, *ghost sound*,
flare (DC 14), *light*, *mending*, *message*

Abilities Str 14, Dex 12, Con 10, Int 15, Wis 8, Cha 16
 Feats Combat Casting, Combat Expertise^B, Improved Disarm^B, Improved Initiative^B, Leadership, Spell Focus (evocation), Weapon Focus (longsword)
 Skills Bluff +9, Concentration +8 (+12 casting defensively), Decipher Script +4, Disguise +3 (+5 to act in character), Handle Animal +9, Intimidate +11, Knowledge (arcana) +11, Ride +9, Sleight of Hand +3, Spellcraft +13, Swim +8
 Possessions combat gear plus +2 *longsword*, *bracers of armor* +4, *ring of protection* +1

SOLAMNIC MEN-AT-ARMS CR 3

Male civilized human fighter 3
 LG Medium humanoid
 Init +0; Senses Listen +2, Spot +2
 Languages Common, Solamnic
 AC 16, touch 10, flat-footed 16
 hp 24 (3 HD)
 Fort +3, Ref +1, Will +1
 Spd 20 ft. (chainmail); base 30 ft.
 Melee mwk longsword +5 (1d8/19-20)
 Base Atk +3; Grp +3
 Atk Options Mounted Combat, Ride-By Attack, Spirited Charge
 Abilities Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10
 Feats Alertness, Mounted Combat^B, Ride-By Attack^B, Spirited Charge^B, Weapon Focus (longsword)
 Skills Handle Animal +6, Intimidate +6, Ride +8
 Possessions chainmail, light steel shield, mwk longsword

STORMOGRE REGIMENTAL SOLDIER CR 3

Male ogre warrior 1
 CE Large giant
 Init +1; Senses darkvision 60 ft.; Listen +5, Spot +4
 Languages Common, Ogre
 AC 19, touch 10, flat-footed 18
 hp 43 (5 HD)
 Resist *cure* spells
 Fort +10, Ref +2, Will +1
 Weakness *allomanya* addiction
 Spd 30 ft. (scale mail); base 40 ft.
 Melee large halberd +11 (2d8+12/x3) or
 Melee large handaxe +11 (1d8+8)
 Space 10 ft.; Reach 10 ft.
 Base Atk +4; Grp +16
 Abilities Str 27, Dex 13, Con 18, Int 6, Wis 10, Cha 10
 Feats Alertness, Skill Focus (Intimidate)
 Skills Climb +6, Intimidate +4, Jump +8, Listen +5, Spot +4
 Possessions scale mail, large halberd, vial of *allomanya*
Allomanya Addiction The Stormogre regimental soldier is addicted to *allomanya* (see Appendix One for more details). If he does not ingest a vial of *allomanya* every 24 hours, he begins to suffer the effects of withdrawal. His addiction also means that he is resistant to *cure* spells and cured by *inflict* spells. The Stormogre regimental soldier's increased ability scores and natural armor from *allomanya* addiction are already factored into his statistics above.

THANOI MARINES

CR 8

Male or female thanoi mariner 6
 NE Medium monstrous humanoid (cold)
Legends of the Twins (revised Mariner class)
 Init +3; Senses Listen +1, Spot +1
 Languages Common, Thanoi
 AC 20, touch 13, flat-footed 17; back-to-back +1, Dodge, Mobility
 hp 83 (9 HD)
 Immune cold
 Fort +9, Ref +11, Will +6
 Weakness vulnerability to fire
 Spd 20 ft.; Swim 40 ft.
 Melee* +1 *greatclub* +12/+7 (1d10+13) or
 Melee* tusk +10 (2d4+7) or
 Ranged mwk light crossbow +13/+8 (1d8/19-20)
 * includes adjustments for a 3-point Power Attack
 Base Atk +9; Grp +13
 Atk Options Cleave, dirty strike +2d4, Power Attack
 Abilities Str 18, Dex 16, Con 18, Int 6, Wis 12, Cha 6
 SQ great breath, sailor lore, seamanship +2
 Feats Cleave, Dodge, Mobility^B, Power Attack, Toughness^B, Weapon Focus (greatclub)
 Skills Balance +13 (+21 to avoid slipping on ice), Climb +16 (+18 involving climbing ropes), Profession (sailor) +6, Swim +18, Use Rope +9
 Possessions *leather armor* +1, +1 *greatclub*, mwk light crossbow with 20 bolts
Back-to-Back (Ex) Whenever the thanoi marine is adjacent to an ally and using the fighting defensively or total defense combat options, he gains a +1 dodge bonus to his AC. He loses this bonus if he is denied his Dexterity bonus to AC or if he or his ally moves more than 5 ft. away.
Dirty Strike (Ex) The thanoi marine may choose to make a single melee attack on his turn as a full round action that deals an additional 2d4 points of damage. The additional damage caused by a dirty strike is the same kind of damage as the weapon used in the attack. This ability has no effect on creatures without a discernable anatomy or that are immune to critical hits, such as constructs, oozes, plants, or undead. Additional damage from a dirty strike is not multiplied if the thanoi marine scores a successful critical hit.
Sailor Lore (Ex) The thanoi marine may make a special sailor lore check at a +4 to see whether he knows some relevant information about local people or history, far away places, or strange superstitions. This check will not necessarily reveal true information, as much of the time the marine heard it from someone who heard it from a friend, who heard it from a guy, etc. A thanoi marine may not take 10 or 20 on this check; this sort of knowledge is essentially random.
Seamanship (Ex) The thanoi marine gains a +2 competence bonus to all Balance, Climb, and Profession (sailor) checks.

THANOI WARRIOR

CR 9

Male or female thanoi barbarian 7
 CE Medium monstrous humanoid (cold)

Init +2; Senses Listen +6, Spot -1

Languages Common, Thanoi

AC 20, touch 12, flat-footed 18; improved uncanny dodge, uncanny dodge

hp 93 (10 HD); DR 1/-

Immune cold

Fort +10, Ref +7, Will +4

Weakness vulnerability to fire

Spd 30 ft.; Swim 40 ft.

Melee* +1 *greatclub* +12/+7 (1d10+18) or

Melee* tusk +10 (2d4+10) or

Ranged mwk shortspear +13 (1d6+5)

* includes adjustments for a 5-point Power Attack

Base Atk +10; Grp +15

Atk Options Cleave, Improved Bull Rush, Power Attack

Special Actions rage 2/day (10 rounds)

Abilities Str 20, Dex 15, Con 21, Int 6, Wis 8, Cha 6

SQ great breath, illiteracy, trap sense +2, trapfinding

Feats Cleave, Improved Bull Rush, Power

Attack, Weapon Focus (*greatclub*)

Skills Balance +4 (+12 to avoid slipping on ice),

Climb +9, Listen +6, Survival +6, Swim +13

Possessions combat gear plus *leather armor*

+2, +1 *greatclub*, mwk shortspear

Rage (Ex) When the thanoi warrior rages,

his statistics change as follows:

AC 18, touch 10, flat-footed 16

hp 108

Fort +12, Will +6

Melee* +1 *greatclub* +14/+9 (1d10+21) or

Melee* tusk +12 (2d4+12) or

Ranged mwk shortspear +13 (1d6+7)

* includes adjustments for a 5-point Power Attack

Grp +17

Abilities Str 24, Con 25

Skills Climb +11, Swim +15

TROLL GLADIATOR

CR 12

Male troll barbarian 7

CE Large giant

Init +3; Senses darkvision 60 ft., low-light

vision, scent; Listen +2, Spot +3

Languages Common, Giant

AC 22, touch 12, flat-footed 19; Dodge, improved

uncanny dodge, Mobility, uncanny dodge

hp 180 (13 HD); regeneration 5; DR 1/-

Fort +18, Ref +7, Will +2

Spd 40 ft.; Spring Attack

Melee* +2 *greatclub* +16/+11/+6 (2d8+25) or

Ranged net +13 (entangle)

* includes adjustments for a 5-point Power Attack

Space 10 ft.; Reach 10 ft.

Base Atk +11; Grp +24

Atk Options Power Attack

Special Actions rage 2/day (13 rounds)

Abilities Str 29, Dex 16, Con 26, Int 6, Wis 6, Cha 10

SQ illiteracy, trap sense +2

Feats Dodge, Exotic Weapon Proficiency (net),

Mobility, Power Attack, Spring Attack

Skills Climb +11, Intimidate +10, Jump

+11, Listen +2, Spot +3

Possessions *hide armor* +2, +2 *large greatclub*, net

Rage (Ex) When the troll gladiator rages,

his statistics change as follows:

AC 20, touch 10, flat-footed 17

hp 200

Fort +20, Will +4

Melee* +2 *greatclub* +18/+13/+8 (2d8+28)

* includes adjustments for a 5-point Power Attack

Grp +26

Abilities Str 33, Con 30

Skills Climb +13, Jump +13

VAMPIRIC WINTER WOLF

CR 10

NE Huge undead (augmented magical beast)

Init +7; Senses darkvision 60 ft., low-light

vision, scent; Listen +15, Spot +15

AC 24, touch 11, flat-footed 21; Dodge

hp 117 (18 HD); fast healing 2; DR 5/silver

Immune cold, undead traits

Resist electricity 10, turn resistance +2

Fort +11, Ref +16, Will +9

Weakness vulnerability to fire

Spd 50 ft.

Melee bite +22 (2d6+16 plus 1d6 cold and energy drain)

* includes adjustments for a 5-point Power Attack

Space 15 ft.; Reach 10 ft.

Base Atk +18; Grp +37

Atk Options breath weapon (15 ft. cone 4d6 cold, Reflex

DC 26 half), energy drain, Power Attack, trip

Special Actions blood drain, dominate

Spell-Like Abilities (CL 6th)

at will—*gaseous form*, *spider climb*

Abilities Str 32, Dex 17, Con —, Int 11, Wis 16, Cha 14

Feats Ability Focus (breath weapon), Alertness, Dodge,

Improved Initiative, Improved Natural Armor

(2), Lightning Reflexes^B, Power Attack, Track

Skills Bluff +6, Hide +9 (+16 in snow and ice), Listen

+15, Move Silently +14, Search +4, Sense Motive

+7, Spot +15, Survival +6 (+11 tracking by scent)

WHITE DRAGON SCOUT

CR 11

Male juvenile white dragon barbarian 5

CE Medium dragon (cold)

Init +0; Senses blindsense 60 ft., darkvision 120 ft.,

keen senses; Listen +17, Spot +17; Blind-Fight

Languages Draconic

AC 21, touch 10, flat-footed 21; improved

uncanny dodge, uncanny dodge

hp 157 (17 HD)

Immune cold, paralysis, *sleep*

Fort +15, Ref +9, Will +9

Weakness vulnerability to fire

Spd 70 ft.; burrow 30 ft.; fly 200 ft. (poor); swim 60 ft.

Melee* bite +16 (1d8+8) and 2 claws each +11

(1d6+6) and 2 wings each +10 (1d4+9)

* includes adjustments for a 5-point Power Attack

Base Atk +17; Grp +20

Atk Options Cleave, Flyby Attack,
Flyby Breath, Power Attack
Special Actions breath weapon (30 ft. cone, 4d6 cold,
Reflex DC 18 half), rage 2/day (8 rounds)
Spell-Like Abilities (CL 4th)
3/day—*fog cloud*

Abilities Str 17, Dex 10, Con 16, Int 8, Wis 11, Cha 8
SQ icewalking, trap sense +1
Feats Blind-Fight, Cleave, Flyby Attack,
Flyby Breath, Power Attack, Weapon
Focus (bite), Weapon Focus (claw)
Skills Hide +15, Listen +17, Move Silently
+15, Search +16, Spot +17, Swim +12

Rage (Ex) When the white dragon scout rages,
his statistics change as follows:
AC 19, touch 8, flat-footed 19
hp 182
Fort +19, Will +11
Melee* bite +18 (1d8+10) and 2 claws each +13
(1d6+7) 2 wings each +12 (1d4+12)
* includes adjustments for a 5-point Power Attack
Grp +22
Abilities Str 21, Con 20
Skills Swim +14

WHITE DRAGONSPAWN RAIDER CR 9

Male white dragonspawn human fighter 8
CE Medium dragon (augmented humanoid, cold)
Init +5; Senses darkvision 30 ft., low-
light vision; Listen +0, Spot +0

Languages Common

AC 18, touch 11, flat-footed 17
hp 65 (8 HD)

Immune cold, paralysis, *sleep*

Fort +8, Ref +3, Will +2

Weakness vulnerability to fire

Spd 30 ft.; fly 60 ft. (average)

Melee* +1 *greatsword* +9/+4 (2d6+12/17-20) or

Melee bite +10 (1d4+2) and 2 claws each +5 (1d4+1)

* includes adjustments for a 3-point Power Attack

Base Atk +8; Grp +10

Atk Options Great Cleave, Improved Bull Rush, Power Attack

Special Actions breath weapon (30 ft. cone,
2d6 cold, Reflex DC 16 half), death throes
(10 ft. radius, 1d6, Reflex DC 16 half)

Abilities Str 15, Dex 12, Con 14, Int 9, Wis 11, Cha 8

Feats Cleave^B, Endurance, Great Cleave^B, Improved

Bull Rush, Improved Critical (*greatsword*)^B,

Improved Initiative^B, Power Attack, Weapon Focus
(*greatsword*)^B, Weapon Specialization (*greatsword*)^B

Skills Intimidate +10, Jump +13

Possessions +1 *greatsword*

WHITE TYLOR MOUNT CR 6

LE Large dragon (cold)

Bestiary of Krynn (Tylor)

Init +0; Senses darkvision 60 ft., low-light
vision; Listen +13, Spot +13

Aura frightful presence (DC 14, 60 ft., HD 6 or fewer)

Languages Common, Draconic

AC 19, touch 9, flat-footed 19

hp 93 (7 HD); DR 5/magic

Immune cold, paralysis, *sleep*

Fort +11, Ref +5, Will +6

Weakness vulnerability to fire

Spd 40 ft.; burrow 20 ft.

Melee bite +13 (2d8+7/20) and 2 claws each +12
(2d6+3/20) and tail lash +11 (2d6+10/20)

Space 10 ft.; Reach 5 ft. (bite 10 ft.)

Base Atk +7; Grp +18

Sorcerer Spells Known (CL 5th, +13 melee

touch, +11 ranged touch)

2nd (4/day)—*bull's strength*, *cat's grace*

1st (7/day)—*burning hands* (DC 12), *magic missile*, *ray*
of enfeeblement (DC 12), *shocking grasp* (DC 12)

0 (6/day)—*detect magic*, *flare* (DC 11), *light*,
mage hand, *read magic*, *resistance*

Spell-Like Abilities (CL 5th)

at will—*pass without trace*

3/day—*blur*, *invisibility*

1/day—*longstrider*

Abilities Str 25, Dex 10, Con 23, Int 12, Wis 13, Cha 12

Feats Alertness, Multiattack, Weapon Focus (claws)

Skills Concentration +16, Intimidate +11,

Knowledge (nature) +11, Listen +13,

Spellcraft +11, Spot +13, Survival +11

WHITESCALE SOCIETY FANG CR 11

Male or female nomadic human rogue 2/
mystic of Time 4/assassin 5

CE Medium humanoid

Init +7; Senses Listen +3, Spot +7

Languages Common, Ergot

AC 25, touch 15, flat-footed 22; Dodge, improved

uncanny dodge, Mobility, uncanny dodge

hp 45 (11 HD)

Immune energy drain, fatigue, paralysis, stunning

Fort +7 (+9 against poison), Ref +13, Will +9; evasion

Weakness *allomanya* addiction

Spd 30 ft.; Spring Attack

Melee +2 *keen rapier* +12/+7 (1d6+5/15-20)

Base Atk +7; Grp +10

Atk Options Combat Expertise, death attack

(DC 16), sneak attack +4d6

Combat Gear *allomanya* vials (1d6), *potion of blur*

Assassin Spells Known (CL 5th)

2nd (2/day)—*alter self*, *invisibility*

1st (4/day)—*disguise self*, *feather fall*,
obscuring mist, *true strike*

Mystic Spells Known (CL 4th, +10 melee

touch, +10 ranged touch)

2nd (4/day)—*gentle repose*^D, *inflict*
moderate wounds (DC 14)

1st (7/day)—*bane* (DC 13), *cause fear* (DC 13),
inflict light wounds (DC 13), *true strike*^D

0 (6/day)—*cure minor wounds*, *detect magic*, *inflict*
minor wounds (DC 12), *light*, *read magic*, *resistance*

^D: Domain spell. Domain: Time

Abilities Str 16, Dex 16, Con 10, Int 12, Wis 14, Cha 12
 SQ poison use, trapfinding, trap sense +1
 Feats Combat Expertise, Dodge, Improved Initiative^B, Mobility, Spring Attack
 Skills Balance +5, Bluff +6, Concentration +8, Diplomacy +7, Disguise +11 (+13 acting in character), Gather Information +13, Heal +6, Hide +13, Jump +5, Knowledge (local) +6, Move Silently +13, Search +6, Spot +7, Tumble +13, Use Magic Device +11
 Possessions combat gear plus +2 *studded leather*, +2 *light steel shield*, +2 *keen rapier*, *cloak of resistance* +2, *ring of protection* +2

Allomanya Addiction This Whitescale Society Fang is addicted to *allomanya* (see Appendix One for more details). If he or she does not ingest a vial of *allomanya* every 24 hours, he or she begins to suffer the effects of withdrawal. His or her addiction also means that he or she is resistant to *cure* spells and cured by *inflict* spells. The Fang's increased ability scores and natural armor from *allomanya* addiction are already factored into his or her statistics above.

WHITESCALE SOCIETY TALON

CR 11

Male or female nomadic human rogue
 2/sorcerer 4/assassin 5
 CE Medium humanoid
 Init +3; Senses Listen +3, Spot +13
 Languages Common, Ergot
 AC 23, touch 15, flat-footed 20; improved uncanny dodge, uncanny dodge
 hp 37 (11 HD)
 Immune energy drain, fatigue, paralysis, stunning
 Fort +4 (+6 against poison), Ref +13, Will +8; evasion
 Weakness *allomanya* addiction
 Spd 30 ft.
 Melee +2 *keen short sword* +11/+6 (1d6+5/17-20)
 Base Atk +6; Grp +9
 Atk Options death attack (DC 16), Improved Feint, sneak attack +4d6
 Combat Gear *allomanya* vials (1d6), *potion of protection from energy*
 Assassin Spells Known (CL 5th)
 2nd (2/day)—*invisibility*, *spider climb*
 1st (4/day)—*disguise self*, *feather fall*, *obscuring mist*, *true strike*
 Sorcerer Spells Known (CL 4th, +9 melee touch, +9 ranged touch)
 2nd (7/day)—*blur*, *detect thoughts*, *fog cloud*, *invisibility*
 1st (7/day)—*chill touch* (DC 14), *comprehend languages*, *endure elements*, *ray of enfeeblement*, *summon monster I*
 0 (6/day)—*daze* (DC 13), *detect magic*, *disrupt undead*, *light*, *open/close*, *prestidigitation*, *ray of frost*, *resistance*
 Abilities Str 16, Dex 16, Con 10, Int 12, Wis 12, Cha 14
 SQ poison use, trapfinding, trap sense +1
 Feats Alertness, Combat Expertise, Combat Reflexes, Improved Feint
 Skills Balance +5, Bluff +9, Concentration +8, Disguise +7 (+9 acting in character), Gather Information +14,

Hide +13, Jump +5, Knowledge (arcana) +5, Knowledge (local) +6, Listen +3, Move Silently +13, Search +11, Spot +13, Tumble +13, Use Magic Device +7
 Possessions combat gear plus +2 *leather armor*, +2 *keen short sword*, *amulet of natural armor* +2, *cloak of resistance* +2, *ring of protection* +2

Allomanya Addiction This Whitescale Society Talon is addicted to *allomanya* (see Appendix One for more details). If he does not ingest a vial of *allomanya* every 24 hours, he begins to suffer the effects of withdrawal. His addiction also means that he is resistant to *cure* spells, and cured by *inflict* spells. The Talon's increased ability scores and natural armor from *allomanya* addiction are already factored into his statistics above.

CHAPTER Six: DEVASTATION in KHMEL

LEADERS AND PERSONALITIES

BARRAMUS

CR 15

Male thanoi barbarian 9/fighter 4
 NE Medium monstrous humanoid (cold)
 Init +1; Senses Listen -1, Spot -1
 Languages Common, Thanoi
 AC 25, touch 11, flat-footed 24; improved uncanny dodge, uncanny dodge
 hp 100 (16 HD); DR 1/-
 Immune cold
 Resist fire 10 (*chain shirt*)
 Fort +12, Ref +8, Will +6
 Weakness vulnerable to fire
 Spd 20 ft.; swim 40 ft.
 Melee* +3 *greataxe* +19/+14/+9 (1d12+22/19-20/x3) and tusk +10 (2d6+10) or
 Melee* tusk +15 (2d6+10)
 * includes adjustments for a 5-point Power Attack
 Base Atk +15; Grp +20
 Atk Options Cleave, Great Cleave, Improved Sunder, Power Attack
 Special Actions rage 3/day (6 rounds)
 Abilities Str 20, Dex 12, Con 13, Int 14, Wis 8, Cha 15
 SQ great breath, trap sense +3
 Feats Cleave, Great Cleave, Improved Critical (*greataxe*)^B, Improved Natural Attack (tusk), Improved Sunder^B, Leadership, Power Attack, Weapon Focus (*greataxe*), Weapon Specialization (*greataxe*)^B
 Skills Balance +6* (+8* on ice), Climb +10*, Handle Animal +16, Intimidate +20, Jump +6*, Knowledge (local) +6, Swim +13*, Survival +13
 * includes -1 armor check penalty (-2 to Swim)
 Possessions +3 *fire resistance chain shirt*, +3 *greataxe*, *amulet of natural armor* +3, *ring of sustenance*
 Rage (Ex) When Barramus rages, his statistics change as follows:
 AC 23, touch 9, flat-footed 22
 hp 132

Fort +14, Will +8
 Melee* +3 *greataxe* +21/+16/+11 (1d12+25/19-20/x3) and tusk +12 (2d6+12) or
 Melee* tusk +17 (2d6+12)
 * includes adjustments for a 5-point Power Attack
 Grp +22
 Abilities Str 24, Con 17
 Skills Climb +12*, Jump +8*, Swim +15*
 * includes -1 armor check penalty (-2 to Swim)

BLUSTER

CR 15

Male old white dragon
 CE Huge dragon (cold)
 Init +4; Senses blindsense 60 ft., darkvision 120 ft., keen senses; Listen +28, Spot +28; Blind-Fight
 Aura frightful presence (DC 23, 240 ft., HD 23 or fewer)
 Languages Common, Draconic
 AC 31, touch 8, flat-footed 31
 hp 276 (24 HD); DR 10/magic
 Immune cold, paralysis, *sleep*
 SR 21
 Fort +19, Ref +14, Will +15
 Weakness vulnerability to fire
 Spd 60 ft.; burrow 30 ft.; fly 200 ft.
 (poor); swim 60 ft.; icewalking
 Melee* bite +22 (2d8+19) and 2 claws each +17 (2d6+14) and 2 wings each +16 (1d8+14) and tail slap +16 (2d6+23)
 * includes adjustments for a 10-point Power Attack
 Space 15 ft.; Reach 10 ft. (15 ft. with bite)
 Base Atk +24; Grp +41
 Atk Options Cleave, Flyby Attack, Flyby Breath, Power Attack, Snatch
 Special Actions breath weapon (50 ft. cone, 8d6 cold, Reflex DC 27 half), crush (2d8+13, Reflex DC 27 negates)
 Sorcerer Spells Known (CL 5th, +31 melee touch, +22 ranged touch)
 2nd (3/day)—*protection from arrows*
 1st (7/day)—*alarm, hold portal, protection from good*
 0 (6/day)—*dancing lights, detect magic, light, message, open/close, prestidigitation*
 Spell-Like Abilities (CL 8th)
 3/day—*fog cloud, gust of wind, freezing fog*
 Abilities Str 29, Dex 10, Con 21, Int 12, Wis 13, Cha 12
 Feats Blind-Fight, Cleave, Flyby Attack, Flyby Breath, Improved Initiative, Improved Natural Armor, Power Attack, Snatch, Weapon Focus (bite), Weapon Focus (claw)
 Skills Concentration +32, Intimidate +28, Listen +28, Search +28, Sense Motive +28, Spot +28, Swim +36

CAPTAIN MELAS TIMARCHOS

CR 10

Male civilized human mariner 8/fighter 2
 LN Medium humanoid
Legends of the Twins (revised Mariner class)
 Init +6; Senses Listen +2, Spot +14
 Languages Common, Elven, Ergot, Ogre
 AC 17, touch 12, flat-footed 15; back-to-back +2, Dodge, Mobility

hp 60 (10 HD)
 Fort +11, Ref +9, Will +3
 Spd 30 ft.; *Spring Attack*
 Melee +2 *rapier* +15/+10 (1d6+5/17-20)
 Ranged +1 *composite longbow* (Str +3) +13 (1d8+4/x3)
 Base Atk +10; Grp +12
 Atk Options Combat Expertise, dirty strike +2d4, Improved Disarm, Quick Draw, Whirlwind Attack
 Combat Gear *potion of cure serious wounds, potion of enlarge person*

Abilities Str 16, Dex 14, Con 12, Int 14, Wis 10, Cha 8
 SQ sailor lore, seamanship +2

Feats Alertness, Combat Expertise^B, Dodge, Improved Disarm^B, Improved Initiative^B, Mobility, Quick Draw, Spring Attack, Whirlwind Attack^B

Skills Balance +13, Climb +12 (+15 using ropes), Gather Information +8, Intimidate +7, Jump +12, Knowledge (local) +8, Knowledge (nature) +11, Listen +2, Profession (Sailor) +10, Spot +14, Survival +10 (+12 in above ground natural environments), Swim +14, Tumble +16, Use Rope +9

Possessions combat gear plus +2 *studded leather*, +2 *rapier*, *mwk dagger*, +1 *composite longbow* (+3 Str) with 50 arrows, *cloak of resistance* +1

Back-to-Back (Ex) Whenever Captain Timarchos is adjacent to an ally and using the fighting defensively or total defense combat options, he gains a +2 dodge bonus to his AC. He loses this bonus if he is denied his Dexterity bonus to AC or if Captain Timarchos or his ally moves more than 5 ft. away.

Dirty Strike (Ex) Captain Timarchos may choose to make a single melee attack on his turn as a full round action that deals an additional +2d4 points of damage. The additional damage caused by a dirty strike is the same kind of damage as the weapon used in the attack. This ability has no effect on creatures without a discernable anatomy or that are immune to critical hits, such as constructs, oozes, plants, or undead. Additional damage from a dirty strike is not multiplied if Captain Timarchos scores a successful critical hit.

Sailor Lore (Ex) Captain Timarchos may make a special sailor lore check at a +10 to see whether he knows some relevant information about local people or history, far away places, or strange superstitions. This check will not necessarily reveal true information, as much of the time Captain Timarchos heard it from someone who heard it from a friend, who heard it from a guy, etc. He or she may not take 10 or 20 on this check; this sort of knowledge is essentially random.

Seamanship (Ex) Captain Timarchos gains a +2 competence bonus to all Balance, Climb, and Profession (sailor) checks.

CAPTAIN SEMENŌ GARIN

CR 12

Male civilized human ranger 3/fighter 3/rogue 6
 CG Medium humanoid
 Init +2; Senses Listen +11, Spot +11
 Languages Common, Elven, Ergot
 AC 19, touch 123, flat-footed 17; Dodge, Mobility, Two-Weapon Defense, uncanny dodge

hp 67 (12 HD)
 Fort +9, Ref +11, Will +4; evasion
 Spd 30 ft.
 Melee +1 *flaming long sword* +13/+8
 (1d8+3/19-20 plus 1d6 fire) or
 Melee +1 *flaming long sword* +11/+6 (1d8+3/19-20 plus
 1d6 fire) and +1 *short sword* +11 (1d6+2/19-20)
 Base Atk +10; Grp +12
 Atk Options Quick Draw, sneak attack +3d6
 Abilities Str 14, Dex 15, Con 12, Int 12, Wis 10, Cha 14
 SQ trap sense +2, trapfinding, wild
 empathy +5 (magical beasts +1)
 Feats Combat Reflexes^B, Dodge^B, Endurance^B, Leadership,
 Mobility, Negotiator, Persuasive, Quick Draw, Track^B,
 Two-Weapon Defense^B, Two-Weapon Fighting^B
 Skills Appraise +7, Balance +4, Bluff +10, Diplomacy +14,
 Disguise +2 (+4 to act in character), Gather Information
 +8, Handle Animal +5, Heal +5, Hide +13, Intimidate
 +12, Jump +4, Knowledge (dungeoneering) +6, Listen
 +11, Move Silently +13, Ride +5, Search +6, Sense
 Motive +8, Sleight of Hand +4, Spot +11, Survival +5
 (+7 when following tracks or underground), Tumble +8
 Possessions +3 *studded leather*, +1 *flaming long sword*, +1
short sword, *amulet of health* +2, *ring of protection* +1

COLD SPIKE

CR 18

Male young adult white dragon barbarian 10
 CE Large dragon (cold)
 Init +4; Senses blindsense 60 ft., darkvision 120 ft.,
 keen senses; Listen +25, Spot +25; Blind-Fight
 Aura frightful presence (DC 17, 150 ft., HD 24 or fewer)
 Languages Draconic
 AC 24, touch 10, flat-footed 24; improved
 uncanny dodge, uncanny dodge
 hp 263 (25 HD); DR 5/magic, 2/-
 Immune cold, paralysis, *sleep*
 SR 16
 Fort +20, Ref +12, Will +13
 Weakness vulnerability to fire
 Spd 70 ft.; burrow 30 ft.; fly 200 ft. (poor); swim 60 ft.
 Melee* bite +19 (2d6+14) and 2 claws each
 +17 (1d8+12) and 2 wings each +16
 (1d6+12) and tail slap +16 (1d8+16)
 * includes adjustments for a 10-point Power Attack
 Space 10 ft.; Reach 5 ft. (10 ft. with bite)
 Base Atk +25; Grp +29
 Atk Options Cleave, Flyby Attack, Flyby Breath, Power Attack
 Special Actions breath weapon (40 ft. cone, 5d6 cold,
 Reflex DC 21 half), rage 3/day (9 rounds)
 Spell-Like Abilities (CL 5th)
 3/day—*fog cloud*
 Abilities Str 19, Dex 10, Con 18, Int 8, Wis 12, Cha 10
 SQ icewalking, trap sense +3
 Feats Blind-Fight, Cleave, Flyby Attack, Flyby
 Breath, Improved Initiative, Improved Natural
 Armor, Multiattack, Power Attack, Weapon
 Focus (bite), Weapon Focus (claw)
 Skills Hide +17, Listen +25, Move Silently
 +17, Search +20, Spot +25, Swim +16

Rage (Ex) When Coldspike rages, his
 statistics change as follows:
 AC 22, touch 8, flat-footed 22
 hp 313
 Fort +22, Will +15
 Melee* bite +21 (2d6+16) and 2 claws each
 +19 (1d8+13) and 2 wings each +18
 (1d6+13) and tail slap +18 (1d8+19)
 * includes adjustments for a 10-point Power Attack
 Grp +31
 Abilities Str 23, Con 22
 Skills Swim +18

DOLMEN SCALECARVER

CR 26

Male scion sorcerer 6/ambient tempest 4/
 loremaster 10/archmage 5
 N Medium humanoid (dwarf)
Bestiary of Krynn (ambient tempest prestige class)
 Init +1; Senses Listen +5, Spot +5
 Languages Celestial, Common, Draconic, Dwarven, Elven,
 Ergothian, Ergot, Infernal, Istaran, Nerakese, Solamnic
 AC 25, touch 16, flat-footed 24
 hp 189 (25 HD)
 Immune aging, paralysis, *sleep*
 Resist +2 racial bonus to saving throws against
 spells and spell-like effects; stability (+4
 against bull rush and trip); SR 36
 Fort +19 (+22 against poison), Ref +15, Will +31
 Spd 20 ft.
 Melee +3 *spell storing punching dagger*
 +17/+12/+7 (1d4+4/x3)
 Base Atk +13; Grp +14
 Special Actions spellshaping
 Combat Gear *wand of cure critical wounds* (CL
 15, 50 charges), *wand of slow* (CL 15, 40
 charges), *dust of illusion* (3 doses)
 Spells Prepared (CL 24th, +14 melee touch, +14
 ranged touch; 1d20+26 to overcome SR)
 9th (5/day)—*disjunction*, *shapechange*, *weird* (DC 27)
 8th (5/day)—*discern location*, *irresistible dance*, *polar ray*
 7th (6/day)—*forcecage*, *greater teleport*
 (DC 24), *spell turning*
 6th (6/day)—*chain lightning* (DC 23), *globe*
of invulnerability, *greater dispel magic*
 5th (6/day)—*fabricate*, *feeblemind* (DC 23), *mind*
fog (DC 23), *mirage arcana* (DC 23)
 4th (13/day)—*phantasmal killer* (DC 22),
polymorph, *scrying* (DC 21), *stoneskin*
 3rd (8/day)—*arcane sight*, *lightning bolt* (DC 20),
major image (DC 21), *suggestion* (DC 21)
 2nd (8/day)—*detect thoughts*, *mirror image*,
misdirection (DC 20), *scorching ray*, *see invisibility*
 1st (8/day)—*color spray* (DC 19), *comprehend*
languages, *ray of enfeeblement*, *shield*, *true strike*
 0 (6/day)—*acid splash*, *daze* (DC 18), *detect magic*,
ghost sound (DC 18), *mage hand*, *mending*,
prestidigitation, *ray of frost*, *touch of fatigue* (DC 17)
 Spell-Like Abilities (CL 24th)
 2/day—*quickened fireball* (DC 20)

1/day—*disguise self, magic weapon, silent image*

Abilities Str 13, Dex 13, Con 21, Int 24, Wis 20, Cha 24

SQ ambient secrets, bonus languages, greater lore, lore +17, loremaster secrets, shifting knowledge

Feats Craft Wondrous Item, Empower Spell, Extend Spell, Maximize Spell, Quicken Spell, Skill Focus (Knowledge [arcana]), Skill Focus (Spellcraft), Spell Focus (enchantment, illusion), Widen Spell

Skills Appraise +7 (+9 with alchemy or runecarving), Bluff +17, Concentration +33, Craft (alchemy) +27, Craft (runecarving) +27, Decipher Script +17, Diplomacy +9, Disguise +7 (+9 acting in character), Intimidate +9, Knowledge (arcana) +38, Knowledge (history) +35, Knowledge (religion) +24, Knowledge (the planes) +24, Spellcraft +40, Use Magic Device +35 (+39 with scrolls)

Possessions combat gear plus +3 *spell storing punching dagger (slow)*, *gray robe of the archmagi*, *ring of protection* +5, *ring of wizardry IV*, *amulet of natural armor* +5, *gem of seeing*, *glove of storing*

Ambient Secrets Dolmen has learned a number of secrets as a result of his ambient tempest training.

Improved Metamagic Dolmen may apply metamagic feats to his spells without increasing the casting time to a full round.

Improved Shifting Knowledge Dolmen's ability to swap spells that he knows with new spells is increased to two spells per week.

Greater Lore (Ex) Dolmen may understand magic items as with the *identify* spell.

High Arcana Dolmen has mastered a number of eldritch secrets as a result of his archmage status.

Arcane Fire (Su) 800 ft range, +14 ranged touch, 10d6 damage + 1d6/level of spell slot used (usually 4th-level).

Arcane Reach (Su) Cast touch spells as ranged touch spells with range of 30 feet.

Mastery of Elements (Ex) Change any spell's energy type to another type (acid, cold, electricity, fire, or sonic).

Mastery of Shaping (Ex) Create areas within any spell with a burst, cone, cylinder, emanation, or spread area in which the spell does not take effect (minimum 5-foot area).

Spell-Like Ability (Sp) 2/day—quicken *fireball*

Lore (Ex) 1d20+19, as the bardic knowledge ability.

Loremaster Secrets Dolmen has learned the following secrets as a result of his loremaster training: applicable knowledge (Empower Spell, Maximize Spell, Quicken Spell), dodge trick (+1 AC), secrets of inner strength (+2 Will saves).

Shifting Knowledge (Ex) Once a week, Dolmen may swap out up to two spells that he knows of 7th level or lower for new spells of the same level from the sorcerer/wizard spell list. For each spell that he shifts in this manner, Dolmen must meditate for an hour.

Spellshaping (Ex) Dolmen may cast any spell he knows with the duration or size halved by using a spell slot one level lower than the level of the spell. He may only apply one of these effects to a spell and doing so counts as using metamagic (the inverse of his Extend and Widen Spell feats).

True Lore Once per day, Dolmen may use his knowledge to gain the effects of a *legend lore* or *analyze dweomer* spell.

GLACISSE (GLACIER)

CR 21

Female great wyrms white dragon

CE Gargantuan dragon (cold)

Init +0; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses; **Listen** +40, **Spot** +40

Aura frightful presence (DC 32, 360 ft., HD 35 or fewer)

Languages Aquan, Common, Draconic, Ergot, Ogre, Solamnic

AC 41, **touch** 6, **flat-footed** 41

hp 522 (36 HD); **DR** 20/magic

Immune cold, paralysis, *sleep*

SR 27

Fort +28, **Ref** +22, **Will** +24

Weakness vulnerability to fire

Spd 60 ft.; fly 250 ft. (clumsy); swim 60 ft.; icewalking

Melee* bite +33 (4d6+25) and 2 claws each +31 (2d8+18) and 2 wings each +31 (2d6+18) and tail slap +31 (2d8+31)

*includes adjustments for 12-point Power Attack

Space 20 ft. **Reach** 15 ft. (20 ft. with bite)

Base Atk +36; **Grp** +61

Attack Options Cleave, Flyby Attack, Great

Cleave, Power Attack, Snatch

Special Actions breath weapon (60 ft. cone, 12d6 cold,

Reflex DC 36 half, 1d4 rounds between uses),

crush (4d6+19, Reflex DC 36 or pinned), tail sweep

(30-ft. radius, 2d6+19, Reflex DC 36 half)

Sorcerer Spells Known (CL 13th, +45 melee

touch, +31 ranged touch)

6th (4/day)—*contingency*

5th (6/day)—*cone of cold* (DC 19), *teleport*, *wall of force*

4th (7/day)—*ice storm*, *stoneskin*, *wall of ice*

3rd (7/day)—*blink*, *gaseous form*, *haste*, *slow* (DC 17)

2nd (7/day)—*cat's grace*, *fox's cunning*, *invisibility*, *mirror image*, *see invisibility*

1st (7/day)—*alarm*, *endure elements*,

expeditious retreat, *true strike*

0 (6/day)—*arcane mark*, *dancing lights*, *detect*

magic, *flare* (DC 14), *ghost sound*, *mage hand*,

prestidigitation, *read magic*, *resistance*

Spell-Like Abilities (CL 13th)

3/day—*freezing fog*, *gust of wind* (DC

14), *wall of ice* (DC 16)

1/day—*control weather*, *fog cloud*

Abilities Str 37, Dex 10, Con 27, Int 18, Wis 19, Cha 18

Feats Alternate Form†, Cleave, Combat Expertise,

Flyby Attack, Hover, Improved Initiative,

Improved Trip, Lightning Reflexes, Multiattack,

Negotiator, Power Attack, Snatch, Wingover

Skills Bluff +24, Concentration +30, Diplomacy +30,

Intimidate +42, Knowledge (arcana) +25, Listen

+40, Move Silently +36, Search +42, Sense Motive

+14, Spellcraft +23, Spot +40, Survival +26

KUANDAN, ICE MEPHIT PRINCE

CR 16

Male ice mephit noble 9/sorcerer 4

NE Small elemental (air, cold, extraplanar)

Init +8; **Senses** Listen +6, **Spot** +6

Languages Auran, Common

AC 20, touch 16, flat-footed 15

hp 60 (16 HD); fast healing 2 (if touching ice or if temperature is below freezing); DR 5/magic

Immune cold

Fort +7, Ref +10, Will +12

Weakness vulnerability to fire

Spd 30 ft.; fly 50 ft. (perfect); Flyby Attack

Melee +3 *Small frost speed rapier* +20/+20/+15/+10 (1d4+2/18-20 plus 1d6 cold) and claw +12 (1d3-1 plus 1d4 cold) or

Melee 2 claws each +17 (1d3-1 plus 1d4 cold)

Base Atk +11; Grp +6

Special Actions breath weapon (10 ft. cone, 1d4 cold and -4 AC and -2 attack for 3 rounds for those not immune to cold, Reflex DC 12 half), inspire confidence 3/day

Combat Gear *wand of wall of ice* (CL 13th, 40 charges), *wand of dimension door* (CL 13th, 20 charges), *wand of ray of enfeeblement* (CL 13th, 25 charges)

Sorcerer Spells Known (CL 4th, +17 melee

touch, +17 ranged touch)

2nd (3/day)—*invisibility*

1st (7/day)—*chill touch* (DC 16),
enlarge person, *obscuring mist*

0 (6/day)—*dancing lights*, *detect magic*, *light*,
message, *prestidigitation*, *resistance*

Spell-Like Abilities

1/hour—*magic missile* (CL 3rd)

1/day—*chill metal* (CL 6th, DC 17)

Abilities Str 9, Dex 20, Con 10, Int 15, Wis 12, Cha 20

SQ bonus class skill (Concentration), coordinate +2,

favor +3, summon familiar (none), *summon mephitis*

Feats Combat Casting, Dodge, Flyby Attack, Improved Initiative, Leadership, Weapon Finesse

Skills Bluff +21, Concentration +13 (+16 cast defensively), Diplomacy +13, Disguise +2 (+4 acting), Escape Artist +9, Hide +13, Knowledge (nobility and royalty) +11, Listen +6, Move Silently +9, Spot +6, Use Rope +3 (+5 with bindings)

Possessions combat gear plus *bracers of armor* +6, +3 *small frost speed rapier*, *headband of intellect* +4, ten small 500 stl diamonds in a silk bag, *runic talisman*

LAYNE SALVO

CR 12

Female civilized human fighter 6/rogue 6

N Medium humanoid

Init +2; Senses Listen +8, Spot +8

Languages Common, Elven, Ergot

AC 18, touch 12, flat-footed 16; Dodge,
Mobility, uncanny dodge

hp 83 (12 HD)

Fort +10, Ref +10, Will +5; evasion

Spd 30 ft.; Spring Attack

Melee +2 *short sword* +16/+11 (1d6+7/19-20) or

Ranged +1 *light crossbow* +13 (1d8+1/19-20)

Base Atk +10; Grp +13

Atk Options sneak attack +3d6

Combat Gear *potion of cure moderate wounds*, *potion of heroism*

Abilities Str 16, Dex 14, Con 14, Int 12, Wis 11, Cha 8

SQ trap sense +2, trapfinding

Feats Alertness, Dodge, Improved Critical (short sword)^B, Investigator, Leadership, Mobility^B, Negotiator^B, Spring Attack, Weapon Focus (short sword)^B, Weapon Specialization (short sword)^B

Skills Appraise +7, Bluff +5, Climb +8, Diplomacy +11, Disguise -1 (+1 to act in character), Gather Information +9, Handle Animal +8, Intimidate +10, Jump +7, Knowledge (local) +7, Listen +8, Open Lock +8, Ride +13, Search +9, Sense Motive +8, Sleight of Hand +4, Spot +8

Possessions combat gear plus *leather armor* +2, *buckler* +1, +2 *short sword*, +1 *light crossbow* with 10 bolts, *cloak of resistance* +1

MASTER REGILO UTH ROSEWORTH CR 9

Male civilized human mystic 9 of Community

NG Medium humanoid

Init +0; Senses Listen +5, Spot +5

Languages Common, Elven, Ergot

AC 12, touch 10, flat-footed 12

hp 53 (9 HD)

Fort +7, Ref +3, Will +9

Spd 30 ft.

Melee unarmed strike +5/+0 (1d3-1 nonlethal)

Base Atk +6; Grp +5

Combat Gear *potion of cure moderate wounds* (3), *potion of lesser restoration*, *potion of neutralize poison*, *potion of remove paralysis*

Mystic Spells Known (CL 9th, +5 melee

touch, +6 ranged touch)

4th (4/day)—*cure critical wounds*,
restoration (DC 13), *status*^D

3rd (7/day)—*cure serious wounds*, *invisibility*
purge, *prayer*^D, *searing light*

2nd (7/day)—*consecrate*, *cure moderate wounds*,
delay poison, *lesser restoration*, *shield other*^D

1st (7/day)—*bles*^D, *bles water* (DC 14), *cure light wounds*,
divine favor, *endure elements*, *sanctuary* (DC 14)

0 (6/day)—*create water*, *cure minor wounds*,
detect poison, *guidance*, *light*, *mending*, *purify*
food and drink (DC 13), *resistance*

^D: Domain spell. Domain: Community

Spell-Like Abilities (CL 9th)

1/day—*calm emotions* (DC 14)

Abilities Str 9, Dex 10, Con 13, Int 12, Wis 16, Cha 14

Feats Alertness, Endurance^B, Leadership, Self-Sufficient, Skill Focus (Heal)

Skills Concentration +13, Diplomacy +16, Heal +20, Knowledge (nature) +4, Knowledge (religion) +6, Listen +5, Spellcraft +5, Spot +5, Survival +5

Possessions combat gear plus *bracers of armor* +2, *ring of sustenance*

ONCHO, DRAGONSPAWN CAPTAIN CR 19

Male white dragonspawn half-ogre fighter 18

CE Medium dragon (augmented humanoid [ogre], cold)

Init +3; Senses darkvision 30 ft., low-light vision; Listen +0, Spot +0

Languages Common, Ogre

AC 36, touch 16, flat-footed 33; Dodge, Mobility
hp 157 (18 HD)

Immune cold, paralysis, *sleep*

Resist fire 30 (*armor*)

Fort +14, Ref +11, Will +8; evasion

Weakness vulnerable to fire

Spd 20 ft. (*armor*), base 30 ft.; fly 60 ft.

(average); Spring Attack

Melee* +3 *anarchic thundering bastard sword*

+20/+15/+10/+5 (1d10+20/17-20) or

Melee* bite +15 (1d4+13) and 2 claws each +10 (1d4+10)

* includes adjustments for an 8-point Power Attack

Base Atk +18; Grp +23

Atk Options Blind-Fight, Cleave, Combat
Reflexes, Great Cleave, Power Attack

Special Actions breath weapon (30 ft. cone,
2d6 cold, Reflex DC 22 half), death throes
(10 ft. radius, 1d6, Reflex DC 22 half)

Sorcerer Spells Known (CL 1st, +23 melee touch,
+21 ranged touch, 40% arcane spell failure)
1st (4/day)—*obscuring mist*, *ray of enfeeblement*
0 (5/day)—*detect magic*, *flare* (DC 11), *ray of*
frost, *touch of fatigue* (DC 11)

Abilities Str 20, Dex 16, Con 16,

Int 8, Wis 10, Cha 12

Feats Blind-Fight, Cleave^B, Combat
Reflexes^B, Dodge, Exotic Weapon
Proficiency (bastard sword)^B,
Great Cleave^B, Greater
Weapon Focus
(bastard sword)^B,
Greater Weapon
Specialization
(bastard sword)^B,
Improved Critical
(bastard sword)^B,
Iron Will,
Lightning
Reflexes,
Mobility,
Power Attack^B,
Skill Focus
(Intimidate),
Spring Attack,
Weapon
Focus (bastard
sword)^B, Weapon
Specialization
(bastard sword)^B

Skills Intimidate +25

Possessions +3

greater fire
resistance

breastplate, +3

heavy steel shield, +3

anarchic thundering

bastard sword, *ring of evasion*,

ring of protection +3, *runic talisman*

PARMINDER, ONCHO'S SECOND

CR 17

Female white dragonspawn half-elf barbarian 10/bard 6

CE Medium dragon (augmented humanoid [elf], cold)

Init +5; Senses elvensight (darkvision 30 ft.,

low-light vision); Listen +15, Spot +2

Languages Common, Elven

AC 26, touch 13, flat-footed 25; improved

uncanny dodge, uncanny dodge

hp 156 (16 HD); DR 2/-

Immune cold, paralysis, *sleep*

Resist fire 10 (*armor*)

Fort +13, Ref +9, Will +9 (+11 against enchantments)

Weakness vulnerability to fire

Spd 40 ft.; fly 80 ft. (average)

Melee* +2 *frost greataxe* +16/+11/+6

(1d12+18/19-20 x3 plus 1d6 cold) or

Melee* bite +13 (1d4+9) and 2 claws each +8 (1d4+7)

* includes adjustments for a 5-point Power Attack

Base Atk +14; Grp +18

Atk Options Cleave, Improved Sunder, Power Attack

Special Actions bardic music (countersong, *fascinate*,
inspire competence, inspire courage +1, *suggestion*
[DC 20]), breath weapon (30 ft. cone, 2d6 cold, Reflex
DC 22 half), death throes (10 ft. radius, 1d6, Reflex
DC 22 half), rage 3/day (9 rounds)

Combat Gear *horn of fog*,

potion of cure serious wounds

(2), *potion of haste*

Bard Spells Known (CL 6th,

+18 melee touch, +15 ranged touch)

2nd (3/day)—*cat's grace*, *mirror*

image, *silence* (DC 16)

1st (4/day)—*charm person* (DC

15), *cure light wounds*, *sleep* (DC

15), *ventriloquism* (DC 15)

0 (3/day)—*detect magic*, *ghost*

sound (DC 14), *light*,

mending, *message*,

summon instrument

Sorcerer Spells

Known (CL 1st, +16

melee touch, +15 ranged touch)

1st (4/day)—*chill touch*

(DC 15), *enlarge*

person (DC 15)

0 (5/day)—

mage hand,

prestidigitation, *read*

magic, *resistance*

Abilities Str 18, Dex

12, Con 18, Int 8,

Wis 12, Cha 18

SQ bardic knowledge

+5, trap sense +3

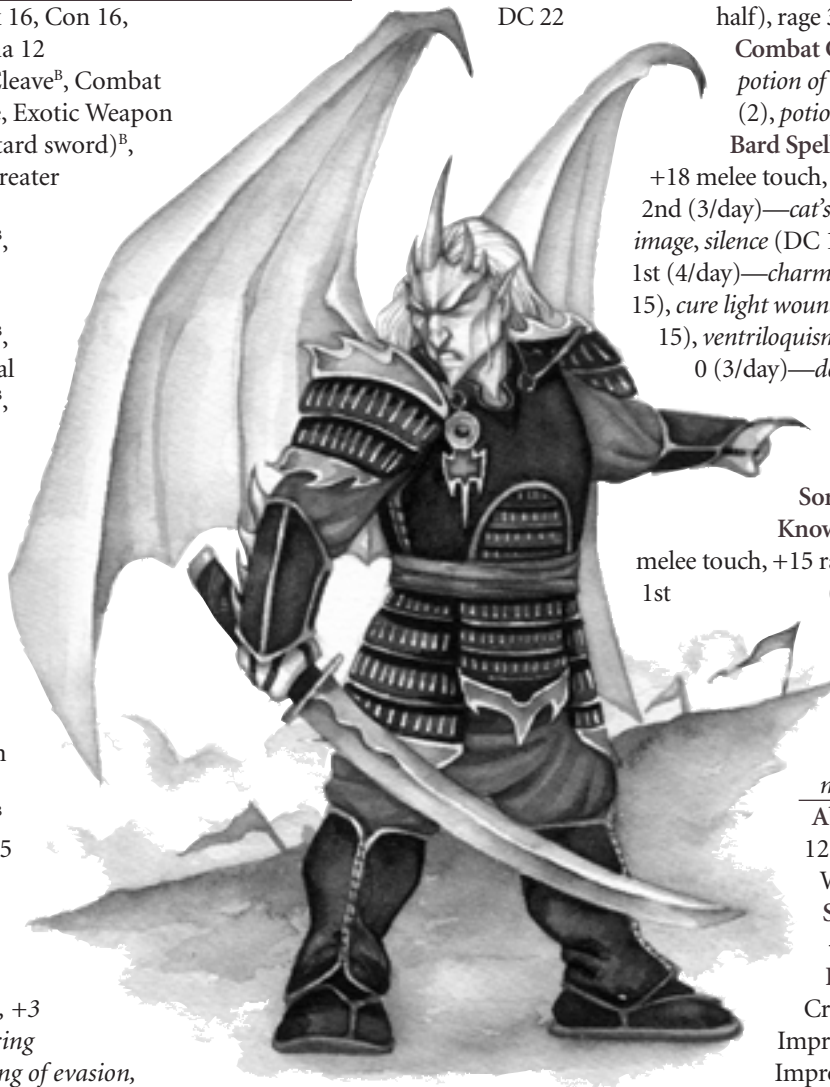
Feats Cleave, Improved

Critical (greataxe),

Improved Initiative,

Improved Sunder, Power

Attack, Weapon Focus (greataxe)



Skills Concentration +10, Diplomacy +15, Gather Information +9, Intimidate +20, Jump +13, Listen +15, Perform +19, Search +0, Spot +2, Survival +14
 Possessions combat gear plus *chain shirt of fire resistance* +2, +2 *frost greataxe*, *belt of giant Strength* +4, *circlet of persuasion*, *cloak of Charisma* +2, *ring of protection* +2, *runic talisman*

Rage (Ex) When Parminder rages, her statistics change as follows:
 AC 24, touch 11, flat-footed 23
 hp 188
 Fort +15, Will +11 (+13 against enchantments)
 Melee* +2 *frost greataxe* +16/+11/+6 (1d12+25/19-20 x3 plus 1d6 cold) or
 Melee* bite +13/+8/+3 (1d4+13) and 2 claws each +8 (1d4+10)
 * includes adjustments for a 7-point Power Attack
 Grp +20
 Abilities Str 22, Con 22
 Skills Jump +15

RASKELLION

CR 15

Male bozak draconian rogue 3/sorcerer 2/arcane trickster 5
 NE Medium dragon

Init +3; Senses darkvision 60 ft., low-light vision; Listen +9, Spot +9

Languages Common, Draconic, Ergot, Solamnic

AC 17, touch 13, flat-footed 14; Dodge, Mobility
 hp 60 (14 HD)

Immune disease, paralysis, *sleep*

SR 24

Fort +6, Ref +14, Will +11; evasion

Spd 30 ft.; glide; Run; Spring Attack

Melee +2 *rapier* +14/+9 (1d6+4/18-20) and claw +7 (1d4+2) and bite +7 (1d6+1) or

Melee 2 claws each +12 (1d4+2) and bite +7 (1d6+1)

Base Atk +9; Grp +11

Atk Options impromptu sneak attack
 1/day, sneak attack +4d6

Special Actions death throes (10 ft. radius, 1d6, Reflex DC 14 half)

Combat Gear *potion of cure moderate wounds* (2), *potion of invisibility* (2), *potion of resist cold* 10, *potion of spider climb*

Sorcerer Spells Known (CL 11th, +11
 melee touch, +12 ranged touch)

5th (5/day)—*dominate person* (DC 21), *feeblemind* (DC 21)

4th (7/day)—*confusion* (DC 20), *polymorph*, *shout* (DC 19)

3rd (7/day)—*haste*, *heroism*, *hold person* (DC 19), *suggestion* (DC 19)

2nd (7/day)—*blur*, *cat's grace*, *hideous laughter* (DC 18), *mirror image*, *touch of idiocy* (DC 18)

1st (8/day)—*charm person* (DC 17), *enlarge person* (DC 16), *magic missile*, *shield*, *sleep* (DC 17)

0 (6/day)—*dancing lights*, *daze* (DC 16), *detect magic*, *flare* (DC 15), *light*, *mage hand*, *message*, *prestidigitation*, *resistance*

Abilities Str 14, Dex 16, Con 10, Int 16, Wis 8, Cha 21

SQ inspired by dragons, low metabolism, ranged legerdemain 2/day, summon familiar, trap sense +1, trapfinding

Feats Dodge, Mobility, Run^B, Spell Focus (enchantment), Spring Attack, Weapon Finesse

Skills Bluff +12, Concentration +7, Decipher Script

+10, Diplomacy +16, Disable Device +15, Escape Artist +10, Gather Information +10, Intimidate +14, Knowledge (arcana) +14, Listen +9, Open Lock +13, Search +10, Sense Movie +5, Sleight of Hand +13, Spellcraft +21, Spot +9, Use Magic Device +5 (+7 involving scrolls), Use Rope +3 (+5 involving bindings)

Possessions combat gear plus +2 *rapier*, *bracers of armor* +4, *cloak of Charisma* +4, *runic talisman*

SIR PAVUK ILLUMINUS

CR 11

Male civilized human fighter 3/sorcerer

6/Knight of the Thorn 2

LE Medium humanoid

Init +3; Senses Listen +2, Spot +2

Languages Common, Ergot, Nerakese

AC 14, touch 11, flat-footed 14

hp 54 (11 HD)

Fort +6, Ref +4, Will +8

Spd 30 ft.

Melee +1 *longsword* +10/+5 (1d8+3/19-20)

Base Atk +7; Grp +9

Atk Options Mounted Combat

Combat Gear *potion of barkskin* +4, *potion of cure moderate wounds* (2)

Sorcerer Spells Known (CL 8th, +9 melee

touch, +6 ranged touch)

4th (4/day)—*fire shield*, *screying* (DC 19, CL 9th)

3rd (6/day)—*arcane sight* (CL 9th), *fireball* (DC 17), *tongues* (CL 9th)

2nd (7/day)—*detect thoughts* (DC 17, CL 9th), *eagle's splendor*, *resist energy*, *see invisibility* (CL 9th)

1st (7/day)—*burning hands* (DC 15), *comprehend languages* (CL 9th), *expeditious retreat*, *identify* (CL 9th), *shield*, *true strike* (CL 9th)

0 (6/day)—*daze* (DC 14), *detect magic* (CL 9th), *detect poison* (CL 9th), *flare* (DC 14), *mage hand*, *message*, *prestidigitation*, *read magic* (CL 9th), *resistance*

Abilities Str 14, Dex 9, Con 12, Int 13, Wis 10, Cha 18

SQ armored spellcasting (-5%), diviner, read omens, summon familiar

Feats Alertness^B, Combat Casting, Extend Spell, Improved Initiative^B, Lightning Reflexes, Mounted Combat^B, Spell Focus (divination)

Skills Concentration +13 (+15 casting defensively), Diplomacy +6, Intimidate +10, Knowledge (arcana) +9, Knowledge (religion) +5, Listen +2, Ride +5, Spellcraft +13 (+15 to learn divination spells), Spot +2, Use Magic Device +4 (+6 involving scrolls)

Possessions combat gear plus *padded armor* +2, +1 *longsword*, *cloak of Charisma* +2, *hat of disguise*, *ring of protection* +2

SNOWFLAKE

CR 16

Advanced half-white dragon/half-umber hulk

CE Huge dragon (cold)

Init +0; Senses darkvision 60 ft., low-light vision, tremorsense 60 ft.; Listen +24, Spot +18

Languages Common, Draconic, Terran

AC 25, touch 8, flat-footed 25

hp 310 (20 HD)

Immune cold, paralysis, *sleep*

Fort +18, Ref +6, Will +15

Weakness vulnerability to fire

Spd 20 ft.; burrow 20 ft.; fly 40 ft. (average); Flyby Attack

Melee 2 claws each +30 (3d6+17) and bite +28 (4d6+8)

Space 15 ft.; Reach 15 ft.

Base Atk +15; Grp +40

Special Actions breath weapon (30 ft. cone, 6d8 cold, Reflex DC 25 half), confusing gaze (DC 22)

Abilities Str 44, Dex 10, Con 31, Int 12, Wis 13, Cha 17

Feats Flyby Attack, Great Fortitude, Improved Natural Armor x2, Improved Natural Attack (claw), Iron Will, Multiattack

Skills Climb +40, Jump +36, Listen +24, Sense Motive +25, Speak Language (Common), Spot +18, Survival +18

STOLOS EVGEVOD

CR 10

Male civilized human bard 4/fighter 6

CE Medium humanoid

Init +6; Senses Listen +1, Spot +1

Languages Common, Ergot

AC 18, touch 12, flat-footed 16; Dodge, Mobility

hp 60 (10 HD)

Fort +7, Ref +8, Will +5

Spd 30 ft.

Melee* +1 *falchion* +10/+5 (2d4+19/15-20)

* includes adjustments for a 5-point Power Attack

Base Atk +9; Grp +13

Atk Options Power Attack

Special Actions bardic music (countersong, *fascinate*, inspire competence, inspire courage +1)

Bard Spells Known (CL 4th, +13 melee

touch, +11 ranged touch)

2nd (1/day)—*cure moderate wounds*, *heroism*

1st (3/day)—*charm person* (DC 13),

grease (DC 13), *unseen servant*

0 (3/day)—*flare* (DC 12), *light*, *lullaby* (DC 12),

mage hand, *message*, *summon instrument*

Abilities Str 18, Dex 14, Con 12, Int 10, Wis 8, Cha 14

SQ bardic knowledge +4

Feats Alertness^B, Dodge^B, Endurance, Improved Critical

(*falchion*), Improved Initiative^B, Mobility^B, Power Attack^B,

Weapon Focus (*falchion*), Weapon Specialization (*falchion*)

Skills Appraise +7, Bluff +9, Intimidate +10, Jump

+9, Listen +1, Perform +9, Ride +8, Spot +1

Possessions *chain shirt* +2, +1 *falchion*, *gauntlets of ogre power*

Minions, Monsters, and Minor Characters

ADVANCED REMORHAZ

CR 10

N Gargantuan magical beast

Init +2; Senses darkvision 60 ft., low-light vision, tremorsense 60 ft.; Listen +12, Spot +13

AC 23, touch 8, flat-footed 21

hp 200 (16 HD)

Fort +18, Ref +12, Will +6

Spd 30 ft.; burrow 20 ft.

Melee* bite +19 (4d8+22)

* includes adjustments for a 10-point Power Attack

Space 20 ft.; Reach 15 ft.

Base Atk +16; Grp +40

Atk Options Awesome Blow, Improved Bull Rush, improved grab, Power Attack, swallow whole

Special Actions heat

Abilities Str 35, Dex 14, Con 25, Int 5, Wis 12, Cha 10

Feats Awesome Blow, Improved Bull Rush, Improved

Natural Armor, Improved Natural Attack

(bite), Power Attack, Weapon Focus (bite)

Skills Listen +12, Spot +13

BONEWYRM BROTHER

CR 15

Male white dragonspawn civilized human cleric

10 of Chemosh/necrotheurge 4

CE Medium dragon (augmented humanoid, cold)

Holy Orders of the Stars (Necrotheurge

prestige class, Undeath domain)

Init +2; Senses darkvision 30 ft., low-

light vision; Listen +4, Spot +4

Aura animation 1/day (*animate dead* in a 20 ft. radius, CL 14th);

desecration 1/day (*desecrate* in a 20 ft. radius for 1 minute)

Languages Common, Draconic, Ergot

AC 26, touch 12, flat-footed 24

hp 63 (14 HD)

Immune cold, paralysis, *sleep*

Resist fire 10 (*armor*); SR 26 (*spell resistance*)

Fort +12, Ref +6, Will +15

Weakness vulnerability to fire

Spd 30 ft.; fly 60 ft. (average)

Melee +1 *sickle* +9/+4 (1d6)

Melee bite +8 (1d4-1) and 2 claws each +3 (1d4-1)

Base Atk +9; Grp +8

Special Actions breath weapon (30 ft. cone, 2d6 cold,

Reflex DC 18 half), death throes (10 ft. radius, 1d6,

Reflex DC 18 half), death touch 1/day (14d6), rebuke

or command undead 11/day (+6, 2d6+18, CL 14th),

spontaneous casting (*inflict spells*, CL 15th)

Combat Gear *potion of cure moderate wounds* (2),

potion of invisibility, *potion of owl's wisdom*, *potion*

of protection from fire, *potion of shield of faith* +5

Cleric Spells Prepared (CL 14th, +8 melee touch, +11

ranged touch; 1d20+18 to overcome SR)

7th—*blasphemy*^E (DC 21, CL 15th), *destruction*^D

(DC 23, CL 15th), *repulsion* (DC 21)

6th—*create undead*^{DE} (CL 16th), *harm* (DC 22, CL

15th), *summon master VI*, *word of recall*

5th—*dispel good*^E (CL 15th), *spell resistance*^{*}, *slay*

living^D (DC 21, CL 15th), *unhallow*^E (CL 15th)

4th—*cure critical wounds*, *death ward*^D (CL 15th),

dismissal (DC 18), *poison* (DC 20, CL 15th), *spell*

immunity, *unholy blight*^E (DC 18, CL 15th)

3rd—*animate dead*^{DE} (CL 16th), *bestow curse* (DC 19, CL 15th), *contagion*^E (DC 19, CL 16th), *magic circle against good*^E (CL 15th), *prayer, speak with dead* (DC 19, CL 15th)
 2nd—*aid, cure moderate wounds, death knell*^{DE} (DC 18, CL 16th), *desecrate*^{DE} (CL 15th), *enthrall* (DC 16), *silence* (DC 16), *zone of truth*
 1st—*bane* (DC 15), *cause fear* (DC 17, CL 15th), *detect good, detect undead, doom* (DC 17, CL 15th), *protection from good*^{DE} (DC 15, CL 15th), *shield of faith*
 0—*cure minor wounds, detect magic, guidance, light, read magic, resistance*
^D: Domain spell. ^E: Evil Spell. Domain: Death, Evil, Undeath
 * already cast

Abilities Str 8, Dex 14, Con 12, Int 13, Wis 18, Cha 14
 SQ Death domain, necromantic specialist, outer circle rite of Chemosh
 Feats Brew Potion^B, Combat Casting, Extra Turning^B, Greater Spell Focus (necromancy), Greater Spell Penetration, Spell Focus (necromancy), Spell Penetration
 Skills Concentration +18 (+22 when casting defensively), Knowledge (religion) +18, Spellcraft +18
 Possessions combat gear plus *chain mail of fire resistance* +2, +1 *sickle, cloak of Charisma* +4, *runic talisman*
 Aura of Animation (Su) Once per day, as a standard action, the bonewyrm brother may create an *animate dead* effect that works like the spell but targets all corpses within a 20 ft. radius area centered on him (CL 14th).
 Aura of Desecration (Su) Once per day, as a free action, the bonewyrm brother may create an effect that works like a *desecrate* spell in a 20 ft. radius centered on him. This aura moves with him and lasts a number of minutes equal to his Intelligence bonus. The aura negates the effects of a *consecrate* spell if he moves within the spell's area of effect.
 Death Domain (Su) The bonewyrm brother gains access to the Death domain, including the granted power. His levels in necrotheurge stack with his cleric levels when determining the effects of the granted power.
 Necromantic Specialist (Su) The bonewyrm brother casts all necromancy spell as if his caster level was one higher than it actually is.
 Outer Circle Rite of Chemosh (Su) The bonewyrm brother's limit for controlling undead with spells increases to 5 HD per caster level, rather than 4 HD per level. The number of undead he can create with *animate dead* increases to three times his caster level.
 Rebuke Undead (Su) The bonewyrm brother's necrotheurge levels stack with his cleric levels for the purposes of rebuking or commanding undead.

BRASS TIGER SOLDIERS

CR 5

Male or female civilized human warrior 6
 CG Medium humanoid
 Init +4; Senses Listen +2, Spot +2
 Languages Common, Ergot
 AC 15, touch 10, flat-footed 15
 hp 27 (6 HD)
 Fort +5, Ref +2, Will +2
 Spd 30 ft.

Melee mwk long sword +9/+4 (1d8+1/19-20) or
 Ranged longbow +6/+1 (1d8/x3)

Base Atk +6; Grp +7

Abilities Str 12, Dex 11, Con 11, Int 10, Wis 10, Cha 10

Feats Alertness^B, Endurance, Improved

Initiative, Weapon Focus (longsword)

Skills Climb +9, Intimidate +9, Jump

+9, Listen +2, Spot +2

Possessions mwk chain shirt, mwk light wooden shield, mwk long sword, longbow

GHOST WHITE DRAGON

CR 12

Male ghostly adult white dragon

CE Large undead (incorporeal)

Draconomicon (Ghostly Dragon template)

Init +4; Senses blindsense 60 ft., darkvision 120 ft.,

keen senses; Listen +26, Spot +26; Blind-Fight

Aura frightful presence (DC 22, 180 ft., HD 17 or fewer)

Languages Draconic

AC 12 (26 when ethereal), touch 12 (9 when

ethereal), flat-footed 12 (26 when ethereal)

hp 153 (18 HD); DR 5/magic

Immune cold, paralysis, *sleep*, undead traits

Resist turn resistance +4; SR 18

Fort +11, Ref +11, Will +11

Weakness vulnerability to fire

Spd fly 200 ft. (perfect); Flyby Attack

Melee incorporeal touch +17 (1d4 Str plus 1d4 Con

[Fortitude DC 22 negates] plus energy drain) or

Melee*† bite +19 (2d6+11) and 2 claws

each +14 (1d8+8) and 2 wings each +13

(1d6+8) and tail slap +13 (1d8+14)

* includes adjustments for a 5-point Power Attack

† affects only ethereal creatures

Space 10 ft.; Reach 5 ft. (10 ft. with bite)

Base Atk +18; Grp +28

Atk Options Cleave, Flyby Breath, Power Attack

Special Actions breath weapon (50 ft. cone, 6d6 cold,

Reflex DC 19 half or 50 ft. cone, 6 points of Strength,

Dexterity, and Constitution drain, Fortitude DC 22

negates), energy drain, manifestation, withering

Sorcerer Spells Known (CL 1st, +23 melee

touch, +17 ranged touch)

1st (5/day)—*hold portal, protection from good*

0 (6/day)—*dancing lights, detect magic, light, message*

Spell-Like Abilities (CL 6th)

3/day—*fog cloud, gust of wind*

Abilities Str 23, Dex 10, Con —, Int 10, Wis 11, Cha 16

SQ icewalking, rejuvenation

Feats Blind-Fight, Cleave, Flyby Attack, Flyby

Breath, Improved Initiative, Power Attack,

Weapon Focus (bite), Weapon Focus (claw)

Skills Concentration +18, Hide +26, Listen +26, Search

+26, Sense Motive +18, Spot +26, Swim +24

Breath Weapon (Su) In addition to the breath weapon it had in life, a ghostly dragon gains a breath weapon that creates a cone-shaped cloud of gray mist. Any creature caught within is affected by a catastrophic ability drain, permanently losing 6 points of

Strength, Dexterity, and Constitution. A creature that successfully saves against this effect cannot be affected by this breath weapon from the same ghostly dragon for 24 hours (although it can be affected by the ghostly dragon's other breath weapons as normal). This breath weapon can be used once every 1d4 rounds and a maximum of three times per day.

Energy Drain (Su) With a successful touch attack, a ghostly dragon bestows two negative levels on the target. A ghostly dragon does not bestow negative levels with any of its natural attacks.

Rejuvenation (Su) A ghostly dragon that would otherwise be destroyed returns to its old haunts with a successful level check (1d20+18) against DC 16.

Withering (Su) A ghostly dragon's touch acts as a *rod of withering*, dealing 1d4 points of Strength damage and 1d4 points of Constitution damage with a successful touch attack (Fortitude DC 22 negates). If a ghostly dragon scores a critical hit, the damage is ability drain instead.

ICEBLOOD MINOTAUR

CR 13

Male white dragonspawn abomination minotaur fighter 12

CE Medium dragon (augmented humanoid, cold)

Init +6; Senses darkvision 30 ft., low-light vision; Listen +1, Spot +1

Languages Common, Kothian

AC 27, touch 12, flat-footed 25

hp 113 (12 HD)

Immune cold, paralysis, *sleep*

Fort +12, Ref +6, Will +5

Weakness vulnerability to fire

Spd 30 ft.; fly 60 ft. (average); Flyby Attack

Melee* +1 *frost greataxe* +14/+9/+4 (1d12+28/19-20 x3) and gore +6 (1d6+10) or

Melee gore +20 (2d6+9/x3) when charging

* includes adjustments for a 7-point Power Attack

Base Atk +12; Grp +18

Atk Options Cleave, Improved Bull Rush, Improved Overrun, Power Attack

Special Actions breath weapon (30 ft. cone, 2d6 cold, Reflex DC 20 half), death throes (10 ft. radius, 1d6, Reflex DC 20 half), Hover

Abilities Str 23, Dex 14, Con 18, Int 8, Wis 12, Cha 6

Feats Cleave^B, Flyby Attack, Greater Weapon Focus (greataxe)^B, Greater Weapon Specialization (greataxe)^B, Hover, Improved Bull Rush, Improved Critical (greataxe)^B, Improved Initiative^B, Improved Overrun, Power Attack^B, Weapon Focus (greataxe), Weapon Specialization (greataxe)^B

Skills Intimidate +8, Swim +15, Use Rope +4

Possessions *studded leather* +3, +1 *frost greataxe*, *amulet of health* +2, *gauntlets of ogre power*, *runic talisman*

SLAVERMASTERS

CR 11

Male white dragonspawn human fighter 10

CE Medium dragon (augmented humanoid, cold)

Init +5; Senses darkvision 30 ft., low-light vision; Listen +0, Spot +0

Languages Common

AC 18, touch 11, flat-footed 17

hp 76 (10 HD); Diehard

Immune cold, paralysis, *sleep*

Fort +9, Ref +4, Will +3

Weakness vulnerability to fire

Spd 30 ft.; fly 60 ft. (average)

Melee* +2 *greatclub* +9/+4 (1d10+18/19-20) or

Melee bite +12 (1d4+2) and 2 claws each +7 (1d4+1)

* includes adjustments for a 6-point Power Attack

Base Atk +10; Grp +12

Atk Options Great Cleave, Improved Bull Rush, Improved Overrun, Power Attack

Special Actions breath weapon (30 ft. cone, 2d6 cold, Reflex DC 17 half), death throes (10 ft. radius, 1d6, Reflex DC 17 half)

Abilities Str 15, Dex 12, Con 14, Int 9, Wis 11, Cha 8

Feats Cleave^B, Diehard, Endurance, Great Cleave^B,

Improved Bull Rush, Improved Critical

(greatclub)^B, Improved Initiative^B, Improved

Overrun^B, Power Attack, Weapon Focus

(greatclub)^B, Weapon Specialization (greatclub)^B

Skills Intimidate +12, Jump +15

Possessions +2 *greatclub*

WHITE DRAGONSPAWN ARCANISTS

CR 12

Male white dragonspawn human sorcerer 11

CE Medium dragon (augmented humanoid, cold)

Init +7; Senses darkvision 30 ft., low-light vision; Listen +1, Spot +1

Languages Common, Ergot

AC 23, touch 13, flat-footed 20; Dodge

hp 51 (11 HD)

Immune cold, paralysis, *sleep*

Resist fire 10 (*ring*)

Fort +5, Ref +6, Will +8

Weakness vulnerability to fire

Spd 30 ft.; fly 60 ft. (average)

Melee bite +4 (1d4-1) and 2 claws each -1 (1d4-1)

Base Atk +5; Grp +4

Special Actions breath weapon (30 ft. cone, 2d6 cold, Reflex DC 17 half), death throes (10 ft. radius, 1d6, Reflex DC 17 half)

Combat Gear *potion of cure moderate wounds* (2), *potion of gaseous form*

Sorcerer Spells Known (CL 12th, +4 melee touch, +8 ranged touch); 1d20+14 to overcome SR)

5th (4/day)—*cloudkill* (DC 19), *cone of cold*

4th (7/day)—*ice storm*, *summon monster IV*, *wall of ice*

3rd (7/day)—*haste*, *lightning bolt* (DC 19), *slow* (DC 17), *stinking cloud* (DC 17)

2nd (7/day)—*crackling sphere* (DC 18), *gust of wind* (DC 18), *invisibility*, *mirror image*, *shatter* (DC 18)

1st (7/day)—*enlarge person*, *magic missile*, *obscuring mist*, *shield*, *true strike*

0 (6/day)—*detect magic*, *flare* (DC 16), *light*, *mage hand*, *mending*, *ray of frost*, *read magic*, *resistance*, *touch of fatigue* (DC 14)

Abilities Str 8, Dex 16, Con 15, Int 10, Wis 12, Cha 18

Feats Combat Casting^B, Dodge, Greater Spell

Focus (evocation), Improved Initiative, Spell
Focus (evocation), Spell Penetration
Skills Concentration +16 (+20 when casting defensively),
Knowledge (arcana) +14, Spellcraft +16
Possessions combat gear plus *bracers of armor* +3,
minor ring of fire resistance, *runed talisman*

CHAPTER SEVEN: FURY OF THE GALE

LEADERS AND PERSONALITIES

D' ARGENT (SILVARA)

CR 23

Female very old silver dragon

LG Huge dragon (cold)

Init +4; Senses blindsense 60 ft., darkvision 120

ft., keen senses; Listen +38, Spot +41

Aura frightful presence (DC 31, 270 ft., HD 31 or fewer)

Languages Common, Draconic, Dwarven,
Elven, Ergot, Ogre, Sylvan

AC 38, touch 8, flat-footed 38

hp 387 (31 HD); DR 15/magic

Immune cold, paralysis, polymorph, *sleep*

SR 27

Fort +23, Ref +19, Will +24

Weakness vulnerability to fire

Spd 40 ft.; fly 150 ft. (poor); Flyby Attack

Melee* bite +30 (2d8+21) and 2 claws each +25 (2d6+15) and
2 wings each +25 (1d8+15) and tail slap +25 (2d6+26)

* includes adjustments for a 10-point Power Attack

Space 15 ft.; Reach 10 ft. (15 ft. with bite)

Base Atk +31; Grp +50

Atk Options Great Cleave, Power Attack

Special Actions breath weapon (50 ft. cone 18d8 cold,
Reflex DC 31 half or 50 ft. cone paralysis [1d6+9
rounds], Fortitude DC 31 negates), crush (2d8+16,
Reflex DC 31 negates), Hover, Wingover

Sorcerer Spells Known (CL 13th, +40 melee
touch, +31 ranged touch)

6th (5/day)—*find the path*, *heal*

5th (7/day)—*cone of cold* (DC 22), *flame
strike* (DC 22), *true seeing*

4th (7/day)—*air walk*, *cure critical wounds*,
divine power (DC 21), *holy smite*

3rd (8/day)—*dispel magic* (DC 20), *gaseous
form*, *haste*, *searing light*

2nd (8/day)—*cat's grace*, *cure moderate wounds*, *detect
thoughts* (DC 19), *heat metal* (DC 19), *wind wall*

1st (8/day)—*alarm*, *cure light wounds*,
divine shield, *magic missile*, *shield*

0 (6/day)—*arcane mark*, *cure minor wounds*,
dancing lights, *detect magic*, *guidance*, *message*,
prestidigitation, *read magic*, *resistance*

Spell-Like Abilities (CL 13th)

3/day—*control winds* (DC 20), *quicken fog cloud*

2/day—*feather fall*

Abilities Str 33, Dex 10, Con 23, Int 24, Wis 25, Cha 24

SQ alternate form, cloudwalking

Feats Brew Potion, Cleave, Flyby Attack, Great Cleave,
Hover, Improved Initiative, Lightning Reflexes,
Power Attack, Quicken Spell-Like Ability (*fog
cloud*), Self-Sufficient, Track, Wingover

Skills Balance +12, Bluff +22, Concentration +26, Diplomacy
+38, Disguise +7 (+9 to act in character), Escape Artist
+24, Heal +24, Hide –8, Intimidate +9, Jump +46,
Knowledge (arcana) +31, Knowledge (history) +31,
Knowledge (nature) +31, Knowledge (religion) +31, Listen
+38, Search +38, Sleight of Hand +2, Spot +41, Survival
+38 (+40 in above ground natural environments)

Totem-Enhanced (Bride of Gellidus variant) If Silvara
has been converted by the power of Frost's *skull
totem*, her CR increases to 25 and some of her
statistics change. These changes are as follows.

Female anarchic very old silver dragon

CE Huge dragon (cold)

Planar Handbook (Anarchic template)

hp 387 (31 HD); fast healing 5; DR 15/magic

Immune acid, cold, paralysis, polymorph, petrification, *sleep*

Resist electricity 5, fire 5, sonic 5; SR 27

Atk Options smite law (1/day, +20 damage)

Minions, Monsters, and Minor Characters

ADVANCED FROST WORM

CR 19

N Gargantuan magical beast (cold)

Init +4; Senses darkvision 60 ft., low-
light vision; Listen +10, Spot +10

AC 22, touch 6, flat-footed 22

hp 363 (29 HD)

Immune cold

Fort +23, Ref +16, Will +9

Weakness vulnerability to fire

Spd 30 ft., 10 ft. burrow

Melee* bite +30 (3d8+36 plus 1d8 cold)

* includes adjustments for a 20-point Power Attack

Space 20 ft.; Reach 15 ft.

Base Atk +29; Grp +53

Atk Options Power Attack, Snatch

Special Actions breath weapon (30 ft. cone, 1/hour, 15d6 cold,
Reflex DC 24 half), cold (1d8 cold if attacked unarmed or
with natural weapons), death throes (12d6 cold and 8d6
piercing, 100 ft., Reflex DC 24 half), trill (Will DC 19 or
be stunned for as long as the trill lasts plus 1d4 rounds)

Abilities Str 34, Dex 10, Con 24, Int 2, Wis 11, Cha 11

Feats Ability Focus (trill), Alertness, Improved Initiative,
Improved Natural Armor (2), Improved Natural Attack
(bite), Iron Will, Power Attack, Snatch, Weapon Focus (bite)

Skills Hide +8 (+18 in cold, white
environments), Listen +10, Spot +10

ALLOMANYA-ADDICTED NOBLE

CR 11

Male or female civilized human noble 12

LN Medium humanoid

Legends of the Twins (Quick-Thinking feat)

Init +3; Senses Listen +0, Spot +2

Languages Common, Regional Language

AC 17, touch 11, flat-footed 16

hp 58 (12 HD)

Resist *cure* spells

Fort +4, Ref +10, Will +7

Weakness *allomanya* addiction (in withdrawal)

Spd 30 ft.

Melee +1 *defending rapier* +10/+5 (1d6+1/18-20)

Base Atk +9; Grp +9

Special Actions inspire confidence 3/

day, inspire greatness (1 ally)

Abilities Str 10, Dex 12, Con 10, Int 14, Wis 7, Cha 18

SQ bonus class skill (Sleight of Hand), coordinate +2, favor +4

Feats Alertness^B, Deceitful, Negotiator, Persuasive,

Quick-Thinking, Skill Focus (Diplomacy)

Skills Bluff +21, Diplomacy +28, Disguise +6 (+8 to act in character), Forgery +4, Gather Information +21,

Intimidate +23, Knowledge (local) +17, Knowledge

(nobility and royalty) +17, Listen +0, Ride +8,

Sense Motive +7, Sleight of Hand +11, Spot +2

Possessions *studded leather armor* +3, +1

defending rapier, *cloak of Charisma* +4

Allomanya Addiction (in withdrawal) Nobles in withdrawal from *allomanya* will lose the benefits of the elixir and suffer a -2 penalty to Strength, Dexterity, Wisdom, and Charisma for 24 hours. In addition, spells from the conjuration (healing) school cast upon the noble inflict damage, rather than heal it, as if he or she were undead. This condition remains for 7 days, or until the noble drinks more *allomanya*, or is successfully restored by *break enchantment* or *remove curse*. An *allomanya* addict must make a DC 20 Will save to avoid drinking another vial of *allomanya* every hour for six hours after the elixir loses its effect. *Allomanya* addicts who die while in the process of shaking off the addiction will rise in 24 hours as wraiths if they had 10 or fewer Hit Dice and dreadwraiths if they had 11 or greater Hit Dice.

ELITE MEPHIT FEYHUNTER**CR 13**

Male ice mephit rogue 7/ranger 3

CN Small outsider (air, cold, extraplanar)

Init +8; Senses darkvision 60 ft.; Listen +14, Spot +14

Languages Auran, Common

AC 19, touch 15, flat-footed 15; Dodge, Mobility, uncanny dodge

hp 55 (13 HD); fast healing 5 (if touching ice or if

temperature is below freezing); DR 5/magic

Immune cold

Fort +8, Ref +15, Will +7; evasion

Weakness vulnerability to fire

Spd 30 ft., fly 50 ft. (perfect)

Melee 2 claws each +10 (1d3 plus 1d4 cold) or

Ranged +2 *small longbow* +16/+11 (1d6/x3)

Ranged +2 *small longbow* +14/+14/+9 (1d6/x3) with Rapid Shot

Base Atk +11; Grp +7

Atk Options combat style (archery), favored enemy fey +2, Point Blank Shot, Precise Shot

Special Actions breath weapon (10 ft. cone, 1d4 cold and -4 AC and -2 attack for 3 rounds for those not immune to cold, Reflex DC 12 half), sneak attack +4d6

Spell-Like Abilities

1/hour—*magic missile* (CL 3rd)

1/day—*chill metal* (CL 6th, DC 14)

Abilities Str 10, Dex 18, Con 10, Int 6, Wis 12, Cha 16

SQ *summon mephit*, trap sense +2, trapfinding,

wild empathy +6 (magical beasts +2)

Feats Dodge, Endurance^B, Improved Initiative, Mobility,

Point Blank Shot, Precise Shot, Rapid Shot^B, Track^B

Skills Bluff +16, Diplomacy +8, Disguise +3 (+5 to act in character),

Escape Artist +7, Hide +21, Listen +14,

Knowledge (nature) +5, Move Silently +17, Search +5,

Sleight of Hand +6, Spot +14, Survival +8 (+10 in above

ground natural environments and when following tracks)

Possessions +2 *small longbow* with 20 arrows

GYREFIEND**CR 15**

Half-white dragon/half-ice devil

LE Large dragon (evil, extraplanar)

Init +5; Senses darkvision 60 ft., low-light vision, see in

darkness, telepathy 100 ft.; Listen +25, Spot +25

Aura *fear* (CL 13th, 10 ft. radius, Will DC 23 negates)

Languages Celestial, Draconic, Infernal

AC 36, touch 14, flat-footed 31

hp 161 (14 HD); regeneration 5; DR 10/good

Immune cold, fire, paralysis, poison, *sleep*

Resist acid 10; SR 25

Fort +15, Ref +14, Will +15

Spd 40 ft.; fly 80 ft. (average)

Melee* large spear +19/+14/+9 (2d6+23 plus *slow*) and

bite +13 (2d6+10) and tail +13 (3d6+10 plus *slow*) or

Melee* 2 claws each +18 (1d10+15) and bite +13

(2d6+10) and tail +13 (3d6+10 plus *slow*)

* includes adjustments for a 5-point Power Attack

Space 10 ft.; Reach 10 ft.

Base Atk +14; Grp +28

Atk Options Cleave, Combat Reflexes, Power Attack, *slow*

(CL 13, 1d6 rounds, Fortitude DC 24 negates)

Special Actions breath weapon (30 ft. cone,

6d8 cold, Reflex DC 20 half)

Spell-Like Abilities (CL 13th)

at will—*cone of cold* (DC 20), *fly*, *greater teleport* (self plus

50 pounds of objects only), *ice storm* (DC 19), *persistent*

image (DC 20), *unholy aura* (DC 20), *wall of ice* (DC 19)

Abilities Str 31, Dex 21, Con 25, Int 24, Wis 22, Cha 22

Feats Alertness, Cleave, Combat Reflexes, Power

Attack, Weapon Focus (spear)

Skills Bluff +23, Climb +27, Concentration +24, Diplomacy

+10, Disguise +6 (+8 to act in character), Intimidate

+28, Jump +31, Knowledge (arcana) +24, Knowledge

(religion) +24, Knowledge (the planes) +24, Listen +25,

Move Silently +22, Search +24, Sense Motive +23, Sleight

of Hand +7, Spellcraft +24, Spot +25, Survival +6

MOB OF WHITE DRAGONSPAWN**CR 11**

Male white dragonspawn human fighter 8

CE Gargantuan dragon (augmented humanoid, cold) (mob of Medium dragon [augmented humanoid, cold])

Init +4; Senses darkvision 30 ft., low-

light vision; Listen +0, Spot +0

Languages Common

AC 14, touch 7, flat-footed 13
 hp 195 (30 HD)
 Immune cold, paralysis, *sleep*
 Fort +19, Ref +10, Will +9
 Weakness vulnerability to fire

Spd 20 ft.; fly 50 ft. (average)
 Melee mob (5d6)
 Base Atk +30; Grp +44
 Atk Options expert grappler, Great Cleave, Improved Bull Rush, Improved Overrun, Power Attack, trample 2d6+3 (Reflex DC 27 half)
 Special Actions breath weapon (30 ft. cone, 2d6 cold, Reflex DC 16 half), death throes (10 ft. radius, 1d6, Reflex DC 16 half)
 Abilities Str 15, Dex 12, Con 14, Int 9, Wis 10, Cha 8
 Feats Cleave^B, Endurance, Great Cleave^B, Improved Bull Rush, Improved Critical (greatsword)^B, Improved Initiative^B, Improved Overrun^B, Power Attack, Weapon Focus (greatsword)^B, Weapon Specialization (greatsword)^B
 Skills Intimidate +10, Jump +13

MOHRG WHITE DRAGON CR 18

Male mohrg young adult white dragon barbarian 8
 CE Large undead (augmented dragon, cold)
 Init +8; Senses blindsense 60 ft., darkvision 120 ft., low-light vision; Listen +25, Spot +25; Blind-Fight
 Aura frightful presence (DC 17, 150 ft., HD 23 or fewer)
 Languages Draconic

AC 36, touch 13, flat-footed 32; improved uncanny dodge, uncanny dodge
 hp 150 (23 HD); DR 5/magic, 1/-
 Immune cold, paralysis, *sleep*
 Resist turn resistance +4; SR 16
 Fort +18, Ref +15, Will +12
 Weakness vulnerability to fire

Spd 70 ft.; burrow 30 ft.; fly 200 ft. (poor); swim 60 ft.; Flyby Attack
 Melee* bite +22 (2d6+19) and 2 claws each +21 (1d8+14) and 2 wings each +20 (1d6+14) and tail slap +20 (1d8+23) and slam +20 (1d8+23) and tongue +20 melee touch (paralysis)
 * includes adjustments for a 10-point Power Attack
 Space 10 ft.; Reach 5 ft. (10 ft. with bite)
 Base Atk +23; Grp +36
 Atk Options Cleave, Flyby Breath, improved grab, paralyzing touch (touch attack, paralysis 1d4 rounds, Fortitude DC 21 negates), Power Attack
 Special Actions breath weapon (40 ft. cone, 5d6 cold, Reflex DC 20 half), rage 3/day (3 rounds)
 Spell-Like Abilities (CL 5th)
 3/day—*fog cloud*

Abilities Str 29, Dex 18, Con —, Int 8, Wis 12, Cha 10
 SQ create spawn, icewalking, trap sense +2
 Feats Blind-Fight, Cleave, Flyby Attack, Flyby Breath, Improved Initiative, Multiattack, Power Attack, Weapon Focus (bite), Weapon Focus (claw)
 Skills Hide +17, Listen +25, Move Silently +17, Search +16, Spot +25, Swim +21

Rage (Ex) When the mohrg white dragon rages, its statistics change as follows:
 AC 34, touch 11, flat-footed 30

hp 150
 Fort +20
 Melee* bite +24 (2d6+21) and 2 claws each +23 (1d8+15) and 2 wings each +22 (1d6+15) and tail slap +22 (1d8+26) and slam +22 (1d8+26) and tongue +22 melee touch (paralysis)
 * includes adjustments for a 10-point Power Attack
 Grp +29
 Abilities Str 38
 Skills Swim +23

OGRE REAVER

CR 13

Male ogre rogue 3/fighter 7
 CE Large giant
 Init +2; Senses darkvision 60 ft.; Listen +7, Spot +6
 Languages Common, Ogre

AC 24, touch 11, flat-footed 22
 hp 127 (14 HD)
 Fort +14, Ref +8, Will +3; evasion
 Spd 40 ft.
 Melee* +2 large halberd +13/+8/+3 (2d8+27/x3) or
 * includes adjustments for a 3-point Power Attack
 Space 10 ft.; Reach 10 ft.
 Base Atk +12; Grp +22
 Atk Options Cleave, Combat Reflexes, Improved Bull Rush, Improved Sunder, Power Attack, sneak attack +2d6
 Abilities Str 22, Dex 15, Con 18, Int 10, Wis 8, Cha 6
 SQ trap sense +1, trapfinding
 Feats Alertness, Cleave^B, Combat Reflexes, Improved Bull Rush, Improved Sunder, Power Attack^B, Skill Focus (Intimidate), Weapon Focus (halberd), Weapon Specialization (halberd)^B
 Skills Climb +14, Intimidate +18, Jump +17, Listen +7, Spot +6
 Possessions *studded leather* +3, +2 large halberd

TOTEM-ENHANCED

ADULT GOLD DRAGON

CR 18

Male anarchic adult gold dragon
 CE Huge dragon (fire)
 Planar Handbook (Anarchic template)
 Init +4; Senses blindsense 60 ft., darkvision 120 ft., keen senses; Listen +30, Spot +30
 Aura frightful presence (DC 26, 180 ft., HD 23 or fewer)
 Languages Common, Draconic, Dwarven, Elven, Nerakese, Ogre, Sylvan

AC 30, touch 8, flat-footed 30
 hp 264 (23 HD); fast healing 5; DR 5/magic
 Immune fire, paralysis, petrification, polymorph, *sleep*
 Resist acid 5, cold 5, electricity 5, sonic 5; SR 23
 Fort +18, Ref +13, Will +18
 Weakness vulnerability to cold

Spd 60 ft.; fly 200 ft. (poor); swim 60 ft.; Flyby Attack
 Melee* bite +22 (2d8+21) and 2 claws each +17 (2d6+15) and 2 wings each +17 (1d8+15) and tail slap +17 (2d6+26)
 * includes adjustments for a 10-point Power Attack
 Space 15 ft.; Reach 10 ft. (15 ft. with bite)
 Base Atk +23; Grp +42
 Atk Options Power Attack, smite law (1/day, +20 damage)
 Special Actions breath weapon (60 ft. cone, 12d10)

fire, Reflex DC 26 half or 60 ft. cone, *weakening gas*, Fortitude DC 26, 6 Str damage), crush (2d8+16, Reflex DC 26 negates), Wingover
Sorcerer Spells Known (CL 7th, +32 melee touch, +23 ranged touch)
 3rd (5/day)—*searing light*, *suggestion* (DC 18)
 2nd (7/day)—*cure moderate wounds*, *fog cloud*, *resist elements*
 1st (8/day)—*charm person* (DC 16), *magic missile*, *protection from evil*, *shield of faith*, *true strike*
 0 (6/day)—*arcane mark*, *detect magic*, *flare* (DC 15), *light*, *mage hand*, *prestidigitation*, *read magic*

Spell-Like Abilities (CL 7th)

3/day—*bless*, *luck bonus*
Abilities Str 33, Dex 10, Con 21, Int 20, Wis 21, Cha 20
SQ alternate form, water breathing
Feats Alertness, Flyby Attack, Improved Initiative, Leadership, Negotiator, Power Attack, Stealthy, Wingover
Skills Bluff +13, Concentration +20, Diplomacy +30, Disguise +28 (+30 to act in character), Hide -1, Intimidate +24, Jump +46, Knowledge (arcana) +20, Knowledge (local) +25, Knowledge (nobility and royalty) +15, Listen +30, Move Silently +7, Search +28, Sense Motive +27, Sleight of Hand +2, Spellcraft +28, Spot +30, Swim +19, Survival +19

TOTEM-ENHANCED YOUNG ADULT SILVER

DRAGON

CR 23

Male anarchic young adult silver dragon
CE Large dragon (cold)
Planar Handbook (Anarchic template)
Init +4; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses; **Listen** +25, **Spot** +25
Aura frightful presence (DC 23, 150 ft., HD 19 or fewer)
Languages Common, Draconic, Dwarven, Elven, Sylvan
AC 27, touch 9, flat-footed 27
hp 199 (19 HD); fast healing 5; **DR** 5/magic
Immune acid, cold, paralysis, petrification, polymorph, *sleep*
Resist electricity 5, fire 5, sonic 5; **SR** 20
Fort +15, **Ref** +11, **Will** +15
Weakness vulnerability to fire
Spd 40 ft., fly 150 ft. (poor); **Flyby Attack**
Melee* bite +19 (2d6+12) and 2 claws each +17 (1d8+8) and 2 wings each +17 (1d6+8) and tail slap +17 (1d8+15)
 * includes adjustments for a 5-point Power Attack
Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)
Base Atk +19; **Grp** +29
Atk Options Cleave, Flyby Breath, Power Attack, smite law (1/day, +19 damage)
Special Actions breath weapon (50 ft. cone, 10d8 cold, Reflex DC 23 half or 50 ft. cone, paralysis [1d6+5 rounds], Fortitude DC 23 negates), Wingover
Sorcerer Spells Known (CL 5th, +24 melee touch, +19 ranged touch)
 2nd (5/day)—*cure moderate wounds*, *wind wall*
 1st (7/day)—*alarm*, *cure light wounds*, *divine shield*, *magic missile*
 0 (6/day)—*arcane mark*, *cure minor wounds*, *detect magic*, *message*, *read magic*, *resistance*

Spell-Like Abilities (CL 5th)

2/day—*feather fall*
Abilities Str 23, Dex 10, Con 19, Int 18, Wis 19, Cha 18
SQ alternate form, cloudwalking
Feats Cleave, Flyby Attack, Flyby Breath, Improved Initiative, Multiattack, Power Attack, Wingover
Skills Balance +7, Bluff +15, Concentration +19, Diplomacy +19, Disguise +23 (+25 to act in character), Heal +15, Hide -4, Intimidate +6, Jump +27, Knowledge (arcana) +15, Knowledge (nature) +15, Listen +25, Search +25, Sleight of Hand +2, Spellcraft +27, Spot +25, Tumble +7

WHITE DRAGON INVADER

CR 16

Male young adult white dragon barbarian 8
CE Large dragon (cold)
Init +4; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses; **Listen** +25, **Spot** +25; **Blind-Fight**
Aura frightful presence (DC 17, 150 ft., HD 23 or fewer)
Languages Draconic
AC 23, touch 9, flat-footed 23; improved uncanny dodge, uncanny dodge
hp 242 (23 HD); **DR** 5/magic or 1/-
Immune cold, paralysis, *sleep*
SR 16
Fort +22, **Ref** +11, **Will** +12
Weakness vulnerability to fire
Spd 70 ft.; burrow 30 ft.; fly 200 ft. (poor); swim 60 ft.; **Flyby Attack**
Melee* bite +17 (2d6+14) and 2 claws each +15 (1d8+12) and 2 wings each +14 (1d6+12) and tail slap +14 (1d8+16)
 * includes adjustments for a 10-point Power Attack
Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)
Base Atk +23; **Grp** +31
Atk Options Cleave, Flyby Breath, Power Attack
Special Actions breath weapon (40 ft. cone, 5d6 cold, Reflex DC 20 half), rage 3/day (9 rounds)
Spell-Like Abilities (CL 5th)
 3/day—*fog cloud*
Abilities Str 19, Dex 10, Con 18, Int 8, Wis 12, Cha 10
SQ icewalking, trap sense +2
Feats Blind-Fight, Cleave, Flyby Attack, Flyby Breath, Improved Initiative, Multiattack, Power Attack, Weapon Focus (bite), Weapon Focus (claw)
Skills Hide +17, Listen +25, Move Silently +17, Search +16, Spot +25, Swim +16
Rage (Ex) When the white dragon invader rages, his statistics change as follows:
AC 21, touch 7, flat-footed 21
hp 288
Fort +24, **Will** +14
Melee* bite +19 (2d6+16) and 2 claws each +17 (1d8+13) and 2 wings each +16 (1d6+13) and tail slap +16 (1d8+19)
 * includes adjustments for a 10-point Power Attack
Grp +29
Abilities Str 23, Con 22
Skills Swim +18

North to Pentar

Haant

1 square = 20 ft.



Treasure

Spider Eater
Stables

Billet

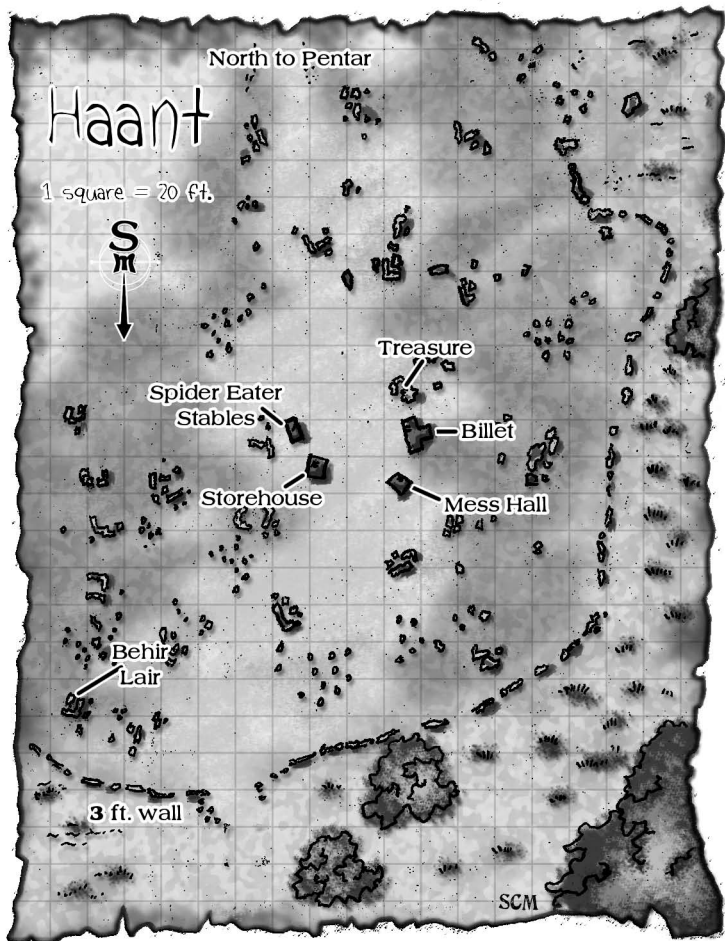
Storehouse

Mess Hall

Behir
Lair

3 ft. wall

SCM



Kalaman

Vingaard River

Kalaman Bay

To
Maelgoth

Main
Gate

LEGEND

1. Castle Kalaman
2. Open-Air Market
3. Mer-Kane Maps
4. Emerald Mermaid
5. Guard Barracks
6. Guild Hall
7. Temple of Shinare
8. Temple of Mishakal
9. Cilvar's Mageware
10. Fishmarkets

Secret
Way

Harbor
Gate

Fisherman's
Gate

Warrior's
Gate

To
Haekal's
Causeway

SCM

0

5,000

Distance In Feet



Mouth of Endless Hunger

1 square = 5 ft.

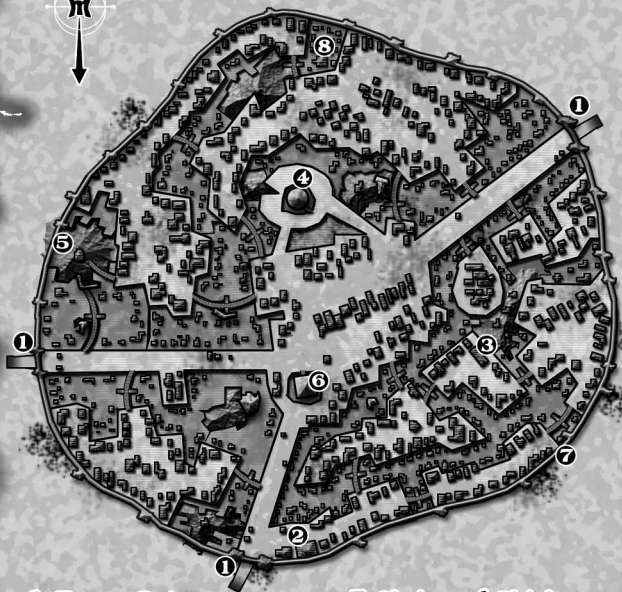


NORTHERN ANSALON

Miles
0 50



Ohme



- | | |
|-------------------------|----------------------|
| 1. Town Gates | 5. Shrine of Chislev |
| 2. Vinod's Smithy | 6. Town Hall |
| 3. Harlison's Dry Goods | 7. Beneath the Town |
| 4. Temple of Gilean | 8. Ohme Sweet Home |

0 ft ————— 1500 ft

SCM

Pentar

To
Totan

To
Willik



To
Haant

- | | |
|----------------------------|----------------------------|
| 1. Grand Gathering | 7. Couatl's Rest Inn |
| 2. Governor's Palace | 8. Itzli's Herbs |
| 3. Sacred Orchards | 9. Hao!l the Blacksmith |
| 4. Floating Marketplace | 10. Temple of Chabacuietli |
| 5. Harbor Mistress' Office | 11. Temple to Quetzal |
| 6. Monkey's Ear Tavern | 12. Temple of Xilon |

0 ft ————— 1 Mile

SCM

Portals to Bastion



5 miles North to Border Keep

Shadowglades

Wild
Thickets

Lorrinar's Dell
Lair of Fume

Watcher's
Ridge

Creepers
Hold

Bloody
Heart

Merchants Run



Valley of
the Crow

The
Hungering

Green
Graves

30 Miles

Woods
of Lāhue

Grim
Crossing

Haekel's Causeway

SCM

5 Miles to
Tomb of
Malfesus

Abandoned Slave Camps

- 1. Slave Pen
- 2. Guard House
- 3. Lair Entrance
- 4. Monster Destrachan
- 5. Cave-In
- 6. Blocked Tunnel



1 square - 20 ft.

SCM

Alcazar



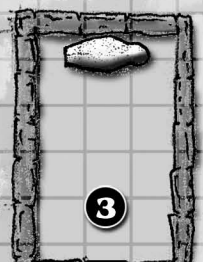
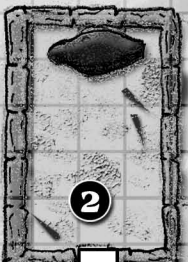
1. The Plaza
2. Tomb of Khara Warbringer
3. Tomb of Duke Instan
4. Gallery
5. Great Hall
6. Garrison and Armory
7. Kitchens

1 square - 5ft.

To Lord's Solar (9)

To Defiled Chapel (10)

To Servants
Quarters (8)



Sepulcher
Beneath Plaza (11.)

SCM

Alcazar

Second Floor

Servants' Quarters (3)

Lord's Solar (9)

Garrison and Armory (6)

Gallery
Balcony



Defiled Chapel

To Defiled Chapel

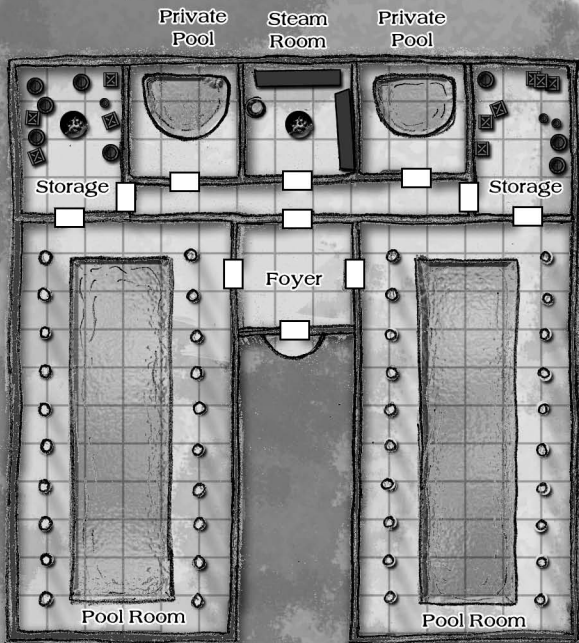
To Sepulcher

Sepulcher

1 Square = 5 ft.

SCM

Bathhouse



1 square - 5 ft.

SCM

Firstwal

1. Skaug aul-Malfesa Barracks
2. Mired Mallard Tavern
3. Firstwaller's Pride
4. Mining Operations
5. Temple of Reorx
6. Centaur's Rest
7. Herald Hall
8. Town Hall



Main Gate

0 ft

1500 ft

SCM



The Loam

Draconian Camp



1 square - 5 ft.

SCM



Throtl

Kiro Dorova
Camp

Poison
Thickets

The Fallow

Lost
Paths

Haunted
Heart

Shadow Vale

⦿ Farmhouse Ruins

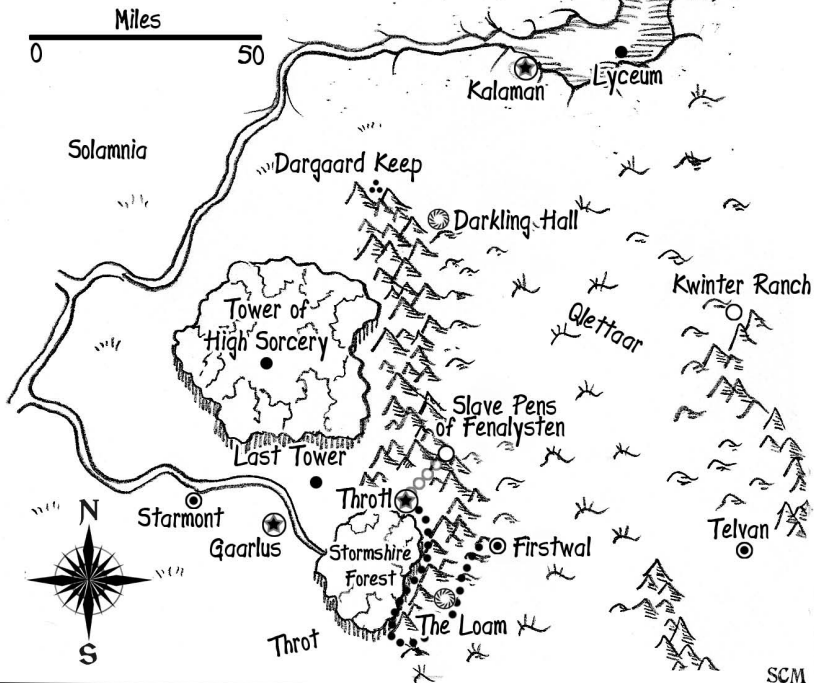
The Stormshire

0 Miles

15 Miles

SCM

QLETTAAR AND THROT



THROTL



DARGAARD MOUNTAINS

2

Gulgar Ward

4

5

4

1

4

Märusk Ward

6

4

Runza Ward

Jago Ward

3

Ulok Ward

4

LEGEND

1. Abandoned Library and Medraz
2. Throtl Mines
3. Bathhouse
4. Murza Command Post
5. The Alcazar
6. Whisper of the Blade Tavern

STORMSHIRE FOREST

0

1,000

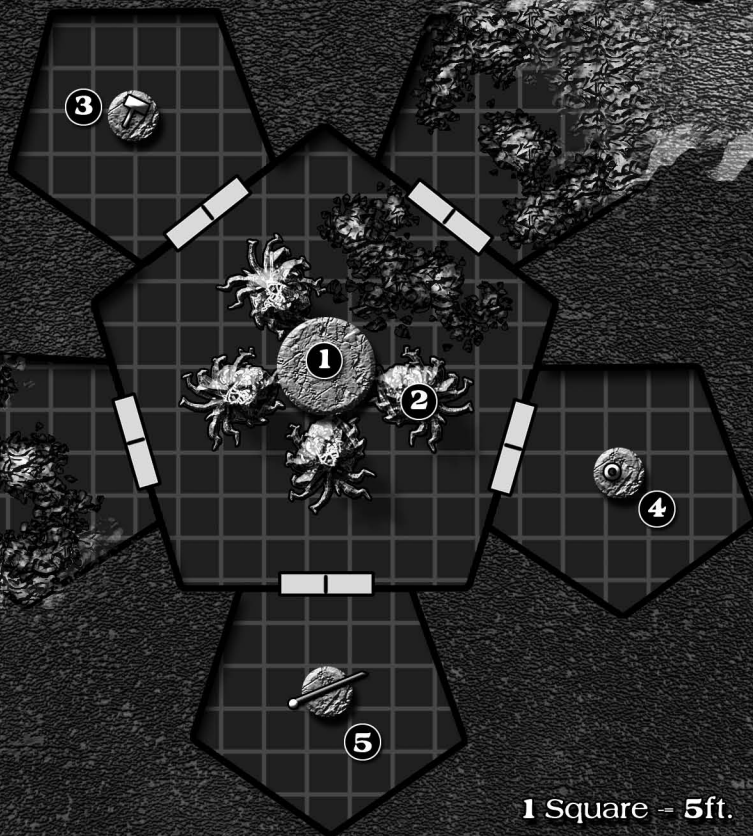
Distance In Feet

SCM

Tomb of Malfesius

5 miles
to Throth

5 miles to
Lair of Cinder



LEGEND

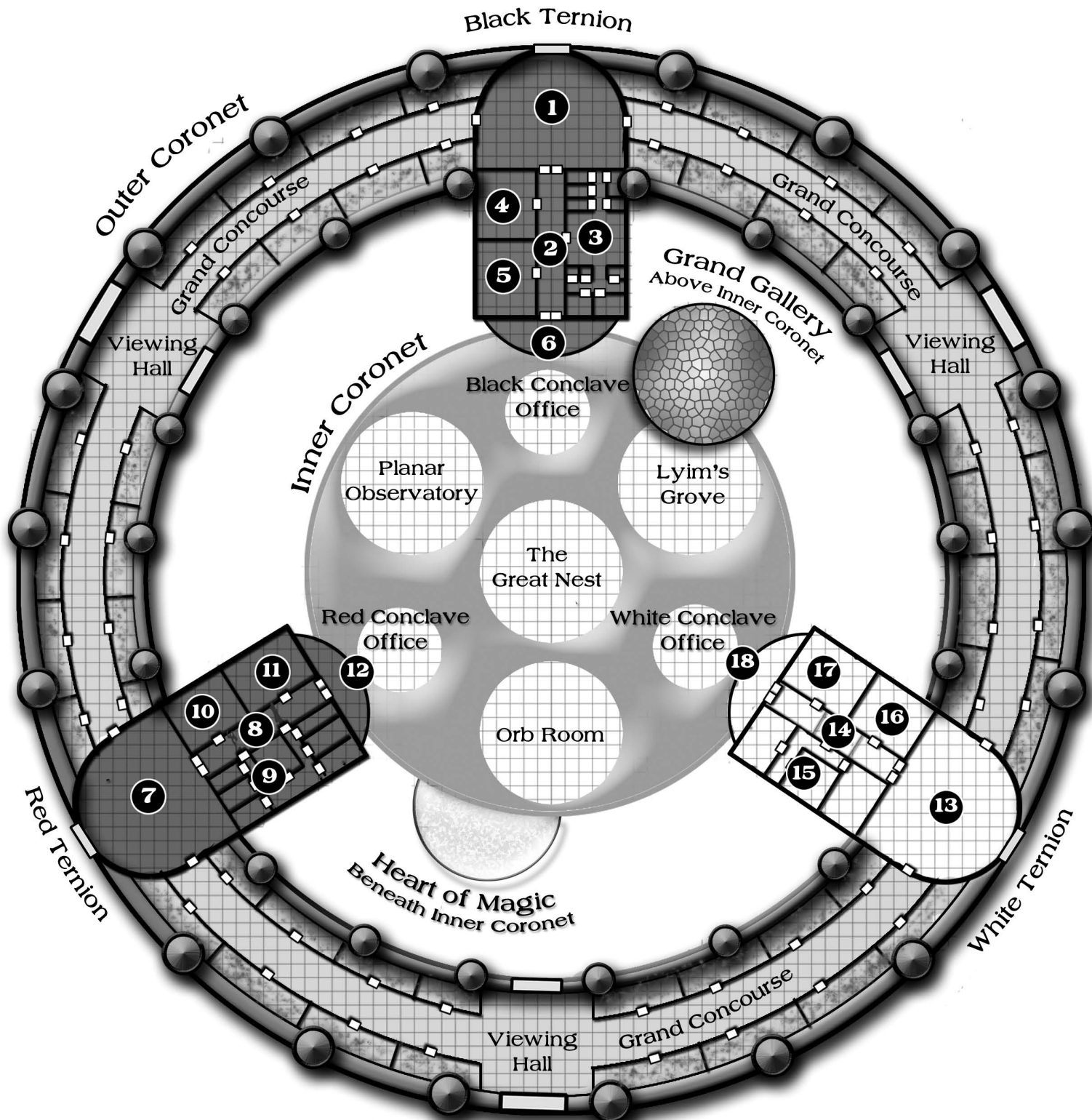
1. Empty Pedestal
2. Half-fiend Roper
3. Warhammer
4. Bracelet of Friends
5. Staff of Enchantment



1 Square = 5ft.

Bastion

1 square - 10 ft.



1. Black Antechamber
2. Black Concourse
3. Residence Hall
4. Black Library
5. Opificina Angomera
6. Balcony of Nunitari
7. Red Antechamber
8. Red Concourse
9. Residence Hall

10. Red Library
11. Opificina Lunaiea
12. Balcony of Lunitari
13. White Antechamber
14. White Concourse
15. Residence Hall
16. White Library
17. Opificina Solaiea
18. Balcony of Solinari

A. Transporter

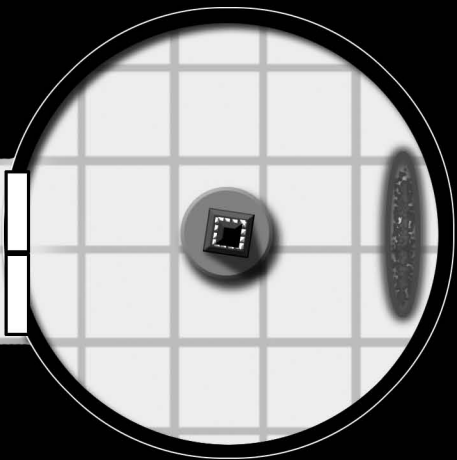
D. Orb of Nuitari

- D. Orb of Nuitari
E. Portal Pedestal
F. Theo Drawde's Room

Ruins of the Tower of High Sorcery

120 ft.

50 ft.

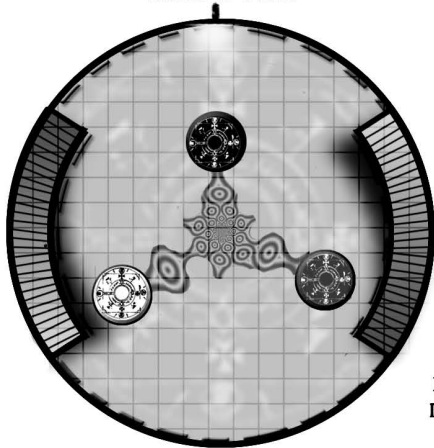


1 square - 5 ft.

The Grand Gallery

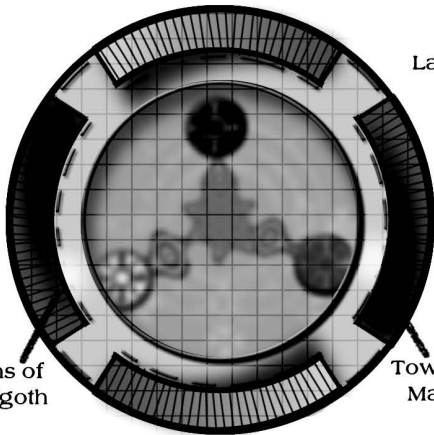
1 Square - 5 ft.

Road of Time



First Floor

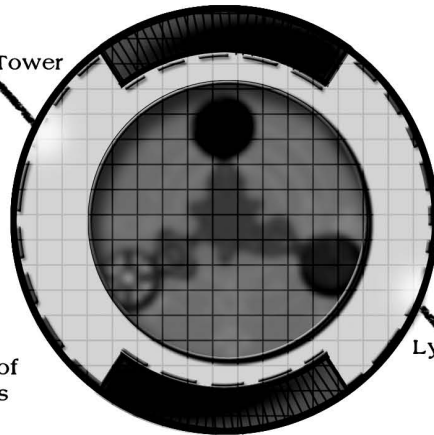
Ruins of
Daltigoth



Second Floor

Last Tower

Tower of
Magus

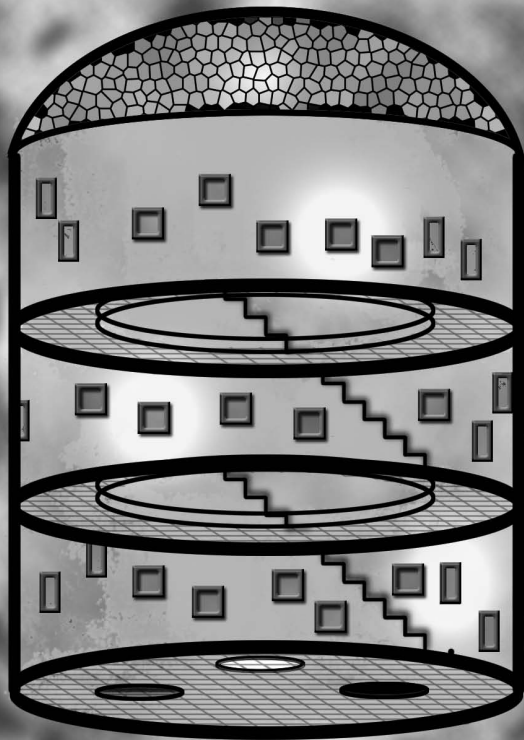


Lyceum

Third Floor

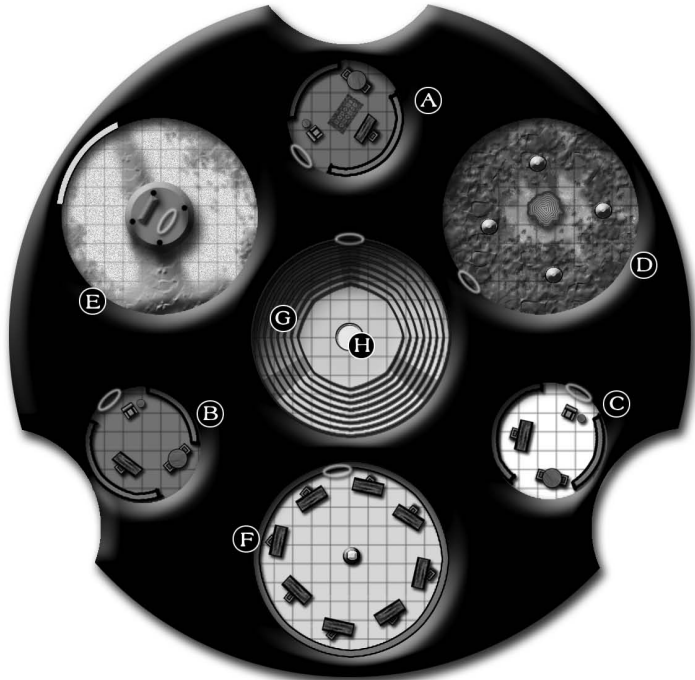
Grand Gallery

Cross Section



Inner Coronet

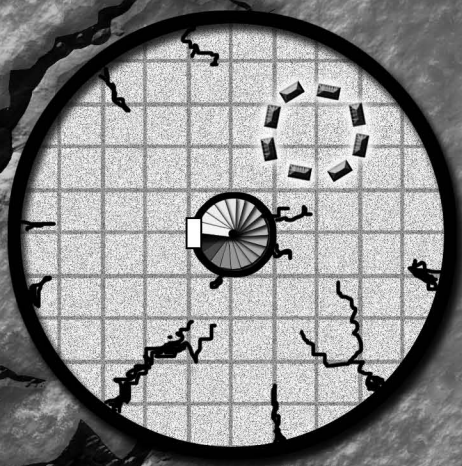
1 square - 10 ft.



A. Black Office
B. Red Office
C. White Office
D. Lyim's Grove

E. Planar Observatory
F. The Orb Room
G. The Great Nest
H. Portal to Heart of Magic

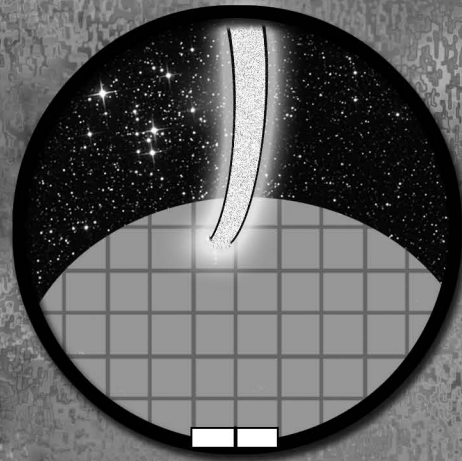
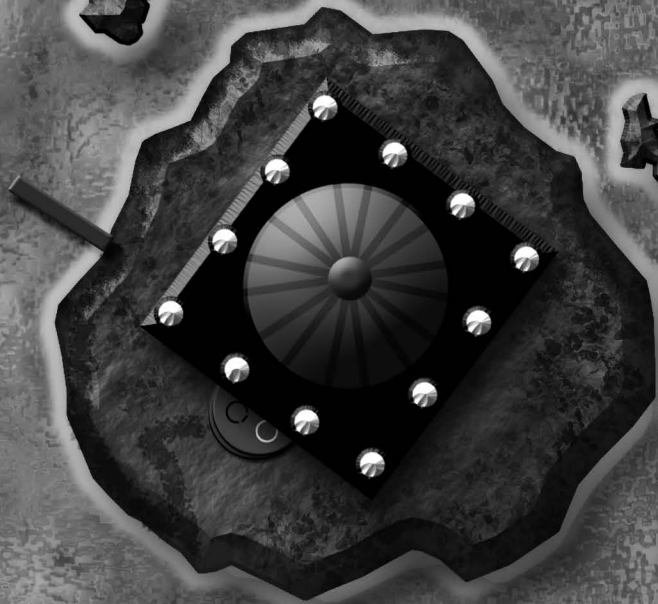
The Last Tower



1 square - 5 ft.

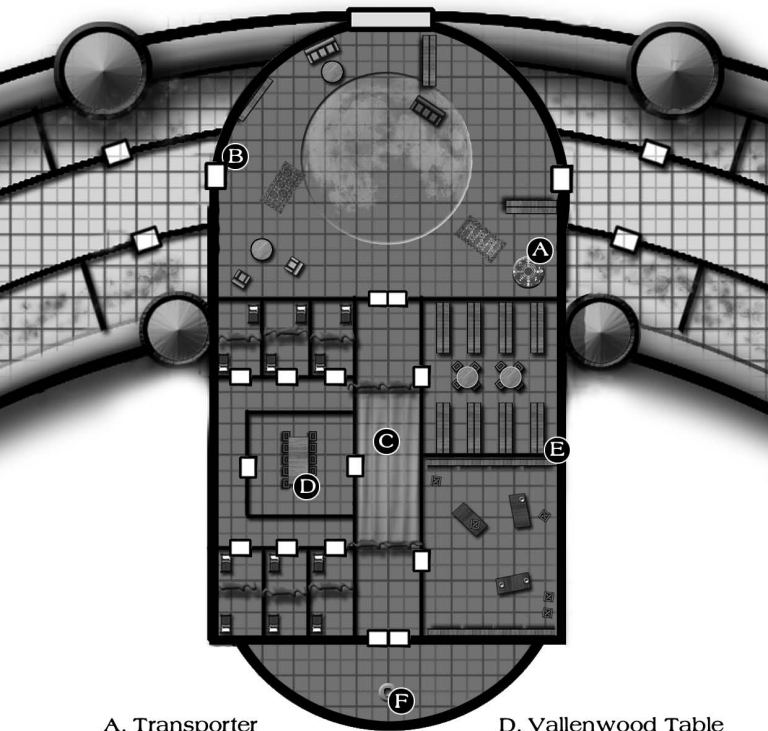
The Lyceum

1 square - 5 ft.



Red Ternion

1 Square - 5 ft.



A. Transporter

B. Vallenwood Boot Scraper

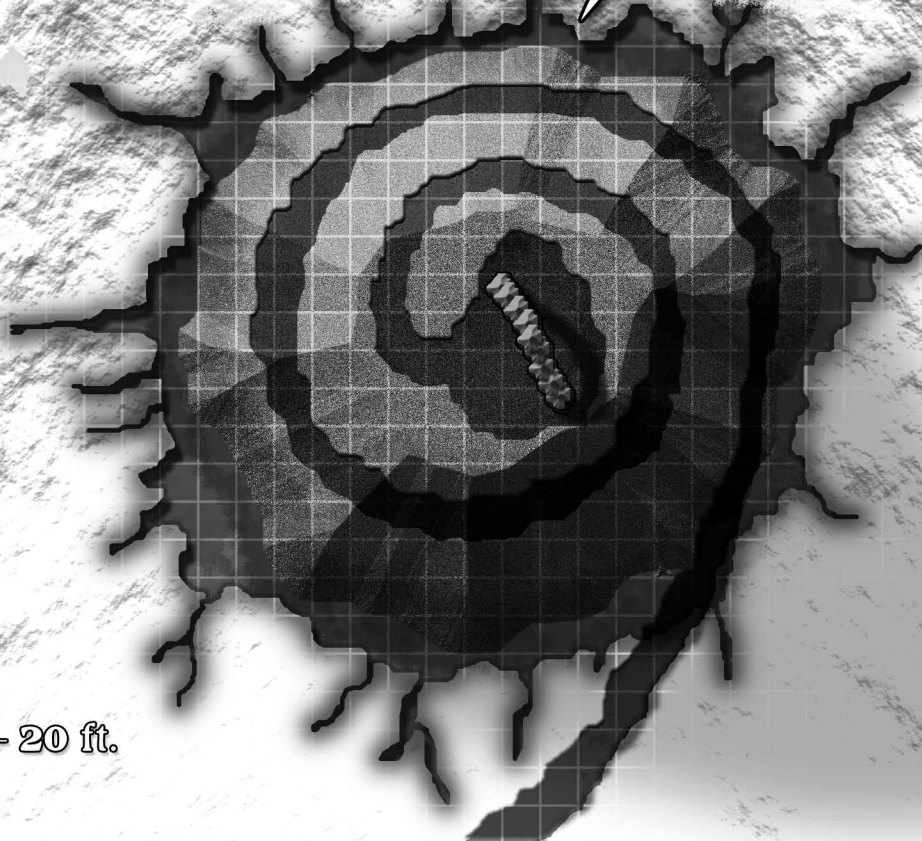
C. Phase Spider Webs

D. Vallenwood Table

E. Orb of Lunitari

F. Portal Pedestal

The Road of Time



1 square - 20 ft.



SCM

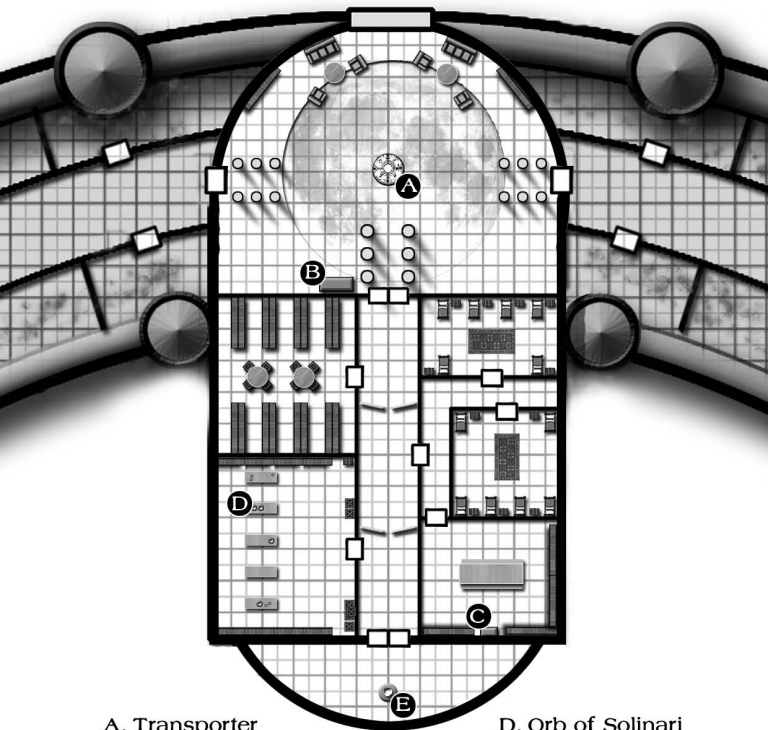
Tower of Magus

1 square - 5 ft.



White Ternion

1 Square - 5 ft.



A. Transporter

B. Vallenwood Cloak Rack

C. Vallenwood Scroll Cabinet

D. Orb of Solinari

E. Portal Pedestal

BALEPH

LEGEND

- 1. Aqueduct
- 2. Bridges of Baleph
- 3. House of Spirits
- 4. Wichtlani Camp
- 5. Tower of the Morning

Garden Park
with Elven Refugees

0 Miles

1.5 Miles



SCM

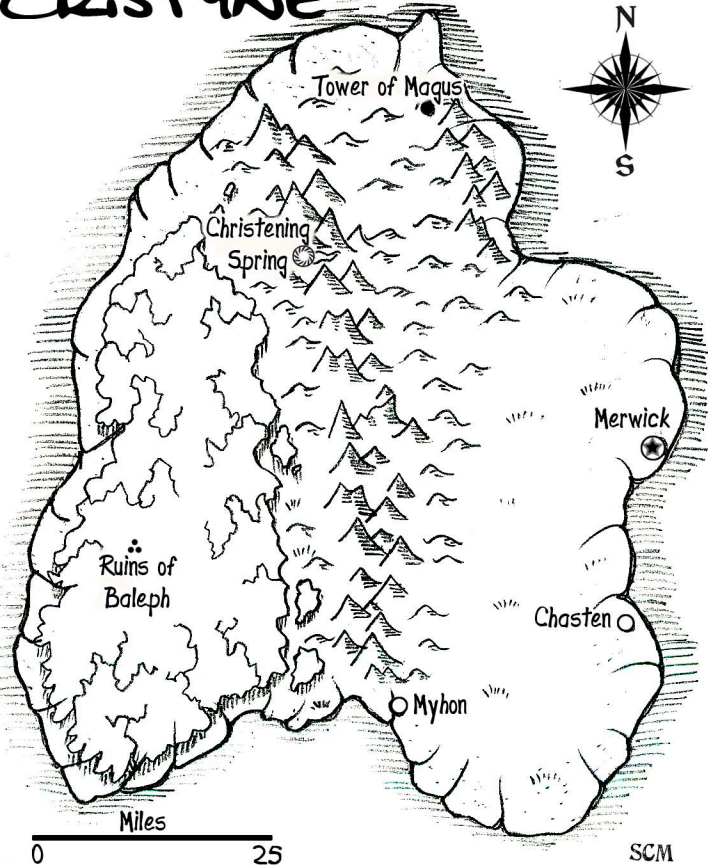
Christening Spring

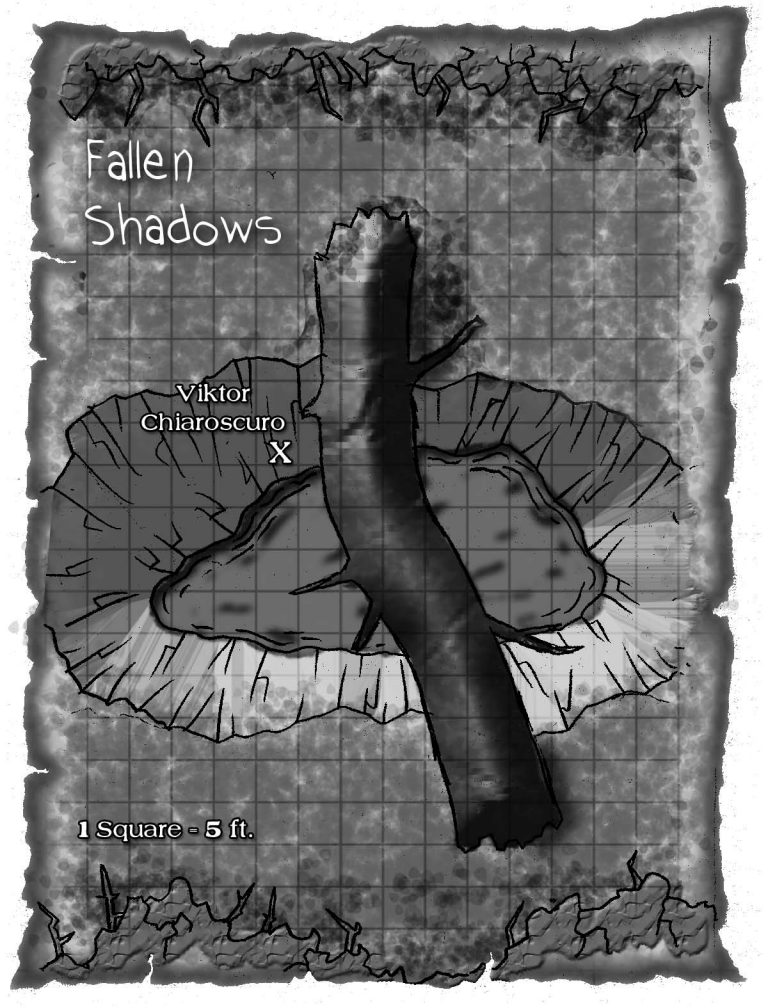


Valley
Entrance

1 Square - 200 ft.

CRISTYNE





Fallen Shadows

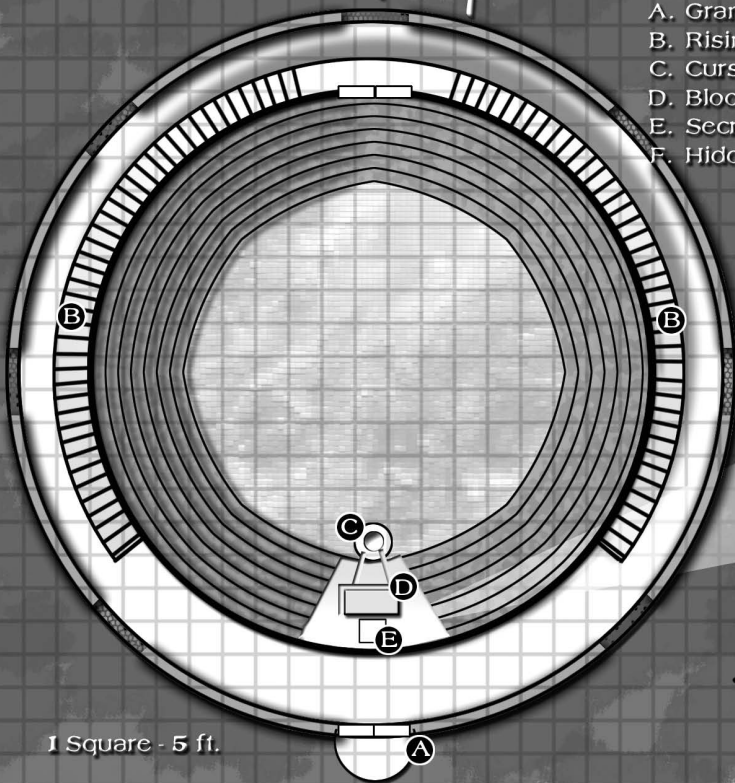
Viktor
Chiaroscuro
X

1 Square = 5 ft.

House of Spirits

Legend

- A. Grand Entrance
- B. Rising Walkway
- C. Cursed Fountain
- D. Bloody Altar
- E. Secret Door
- F. Hidden Vault



1 Square - 5 ft.



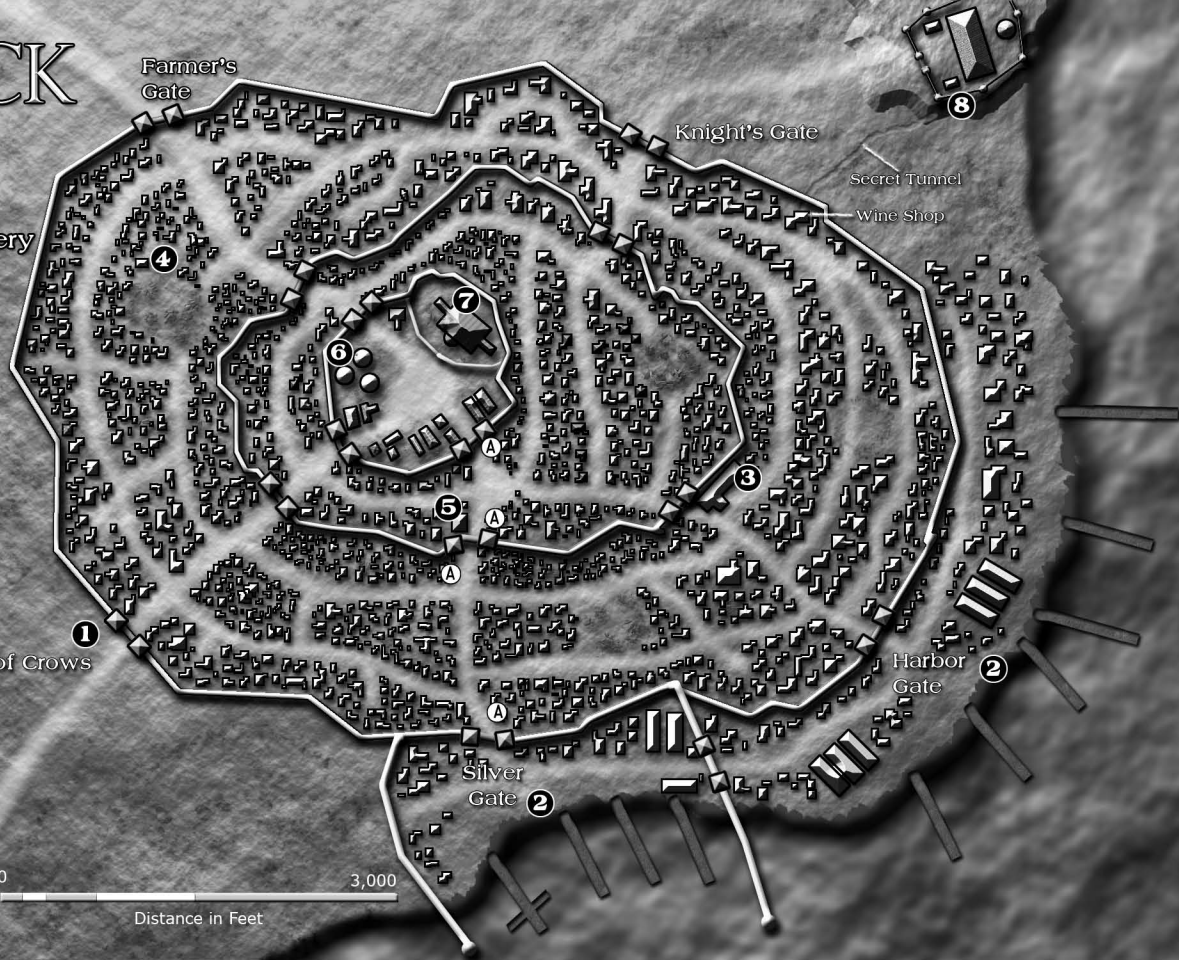
MERWICK

1. Gate of Crows
 2. Merwick Waterfront
 3. Keg-On-The-Wall Brewery
 4. Elven Quarter
 5. Ergothian Embassy
 6. Sanctuary
 7. Syndicate Hall
 8. Solamnic Citadel
- (A) Ambush Point



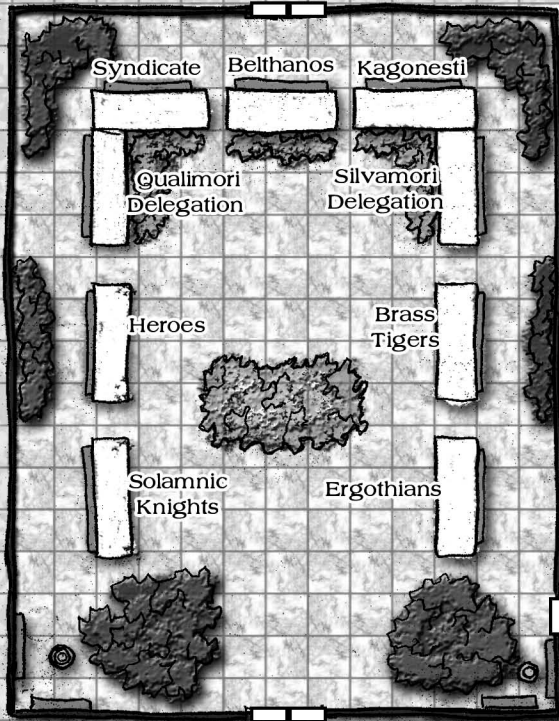
Gate of Crows

0 3,000
Distance in Feet



Syndicate Hall - Balroom

To Kitchens



1 Square - 5ft.

From Main Hall

SCM

Tower of the Morning

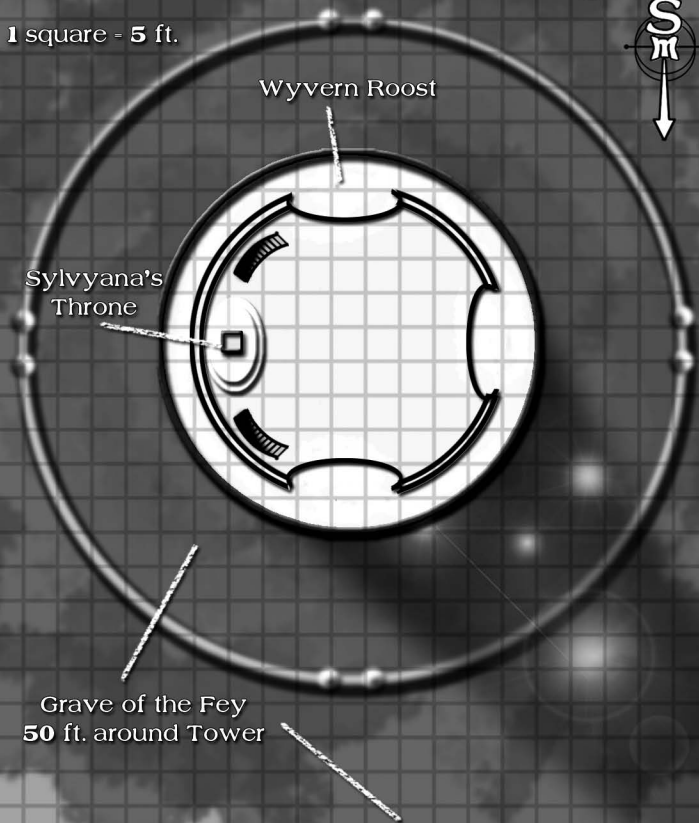
1 square = 5 ft.



Wyvern Roost

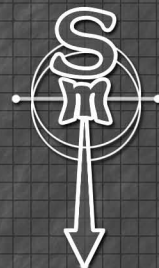
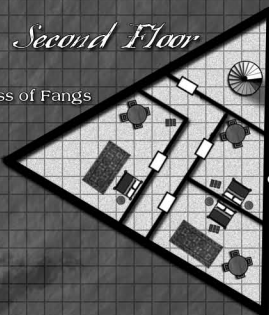
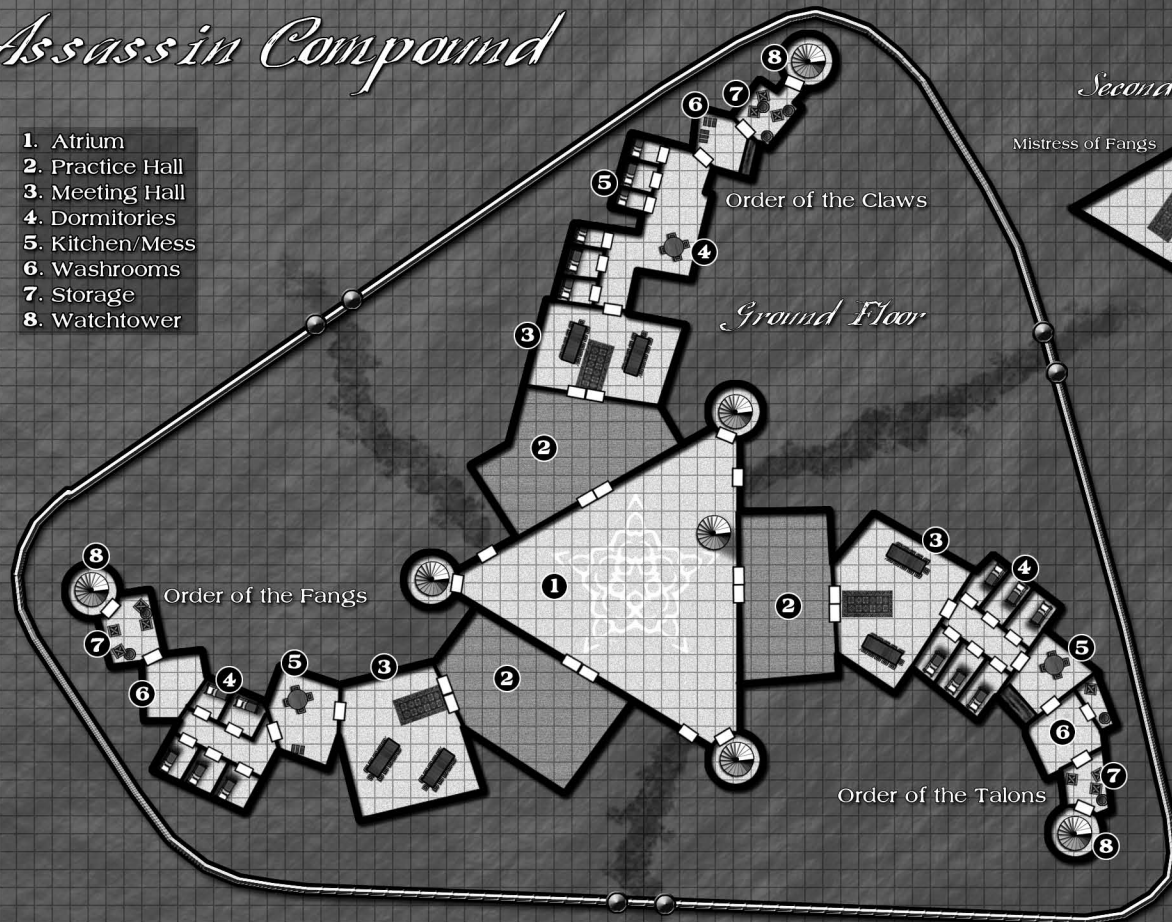
Sylvyana's
Throne

Grave of the Fey
50 ft. around Tower

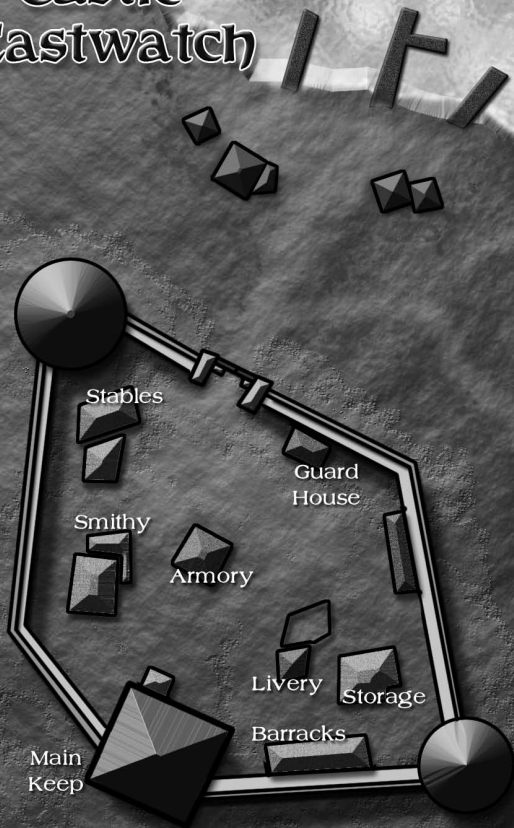


Assassin Compound

1. Atrium
2. Practice Hall
3. Meeting Hall
4. Dormitories
5. Kitchen/Mess
6. Washrooms
7. Storage
8. Watchtower

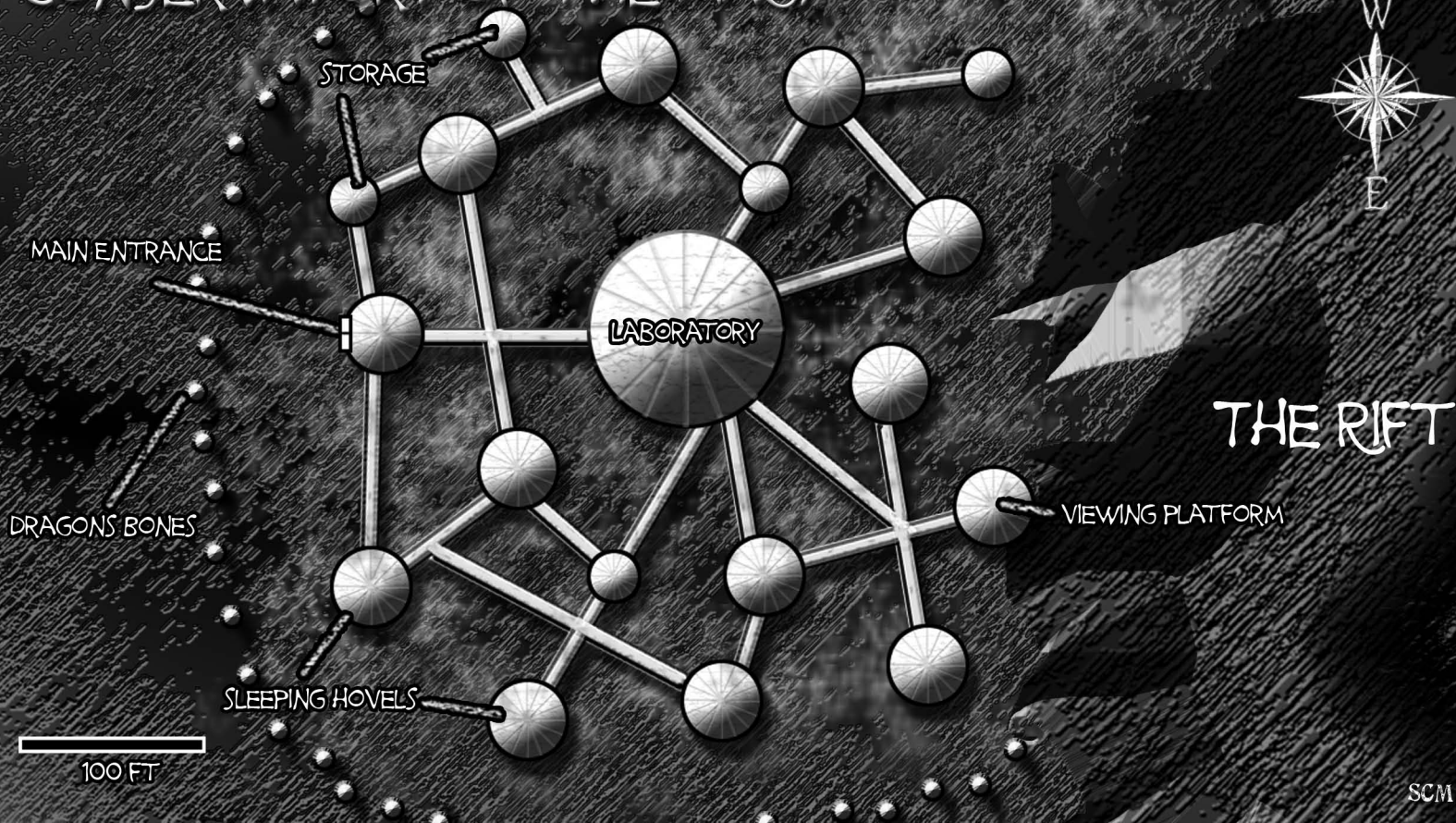


Castle Eastwatch

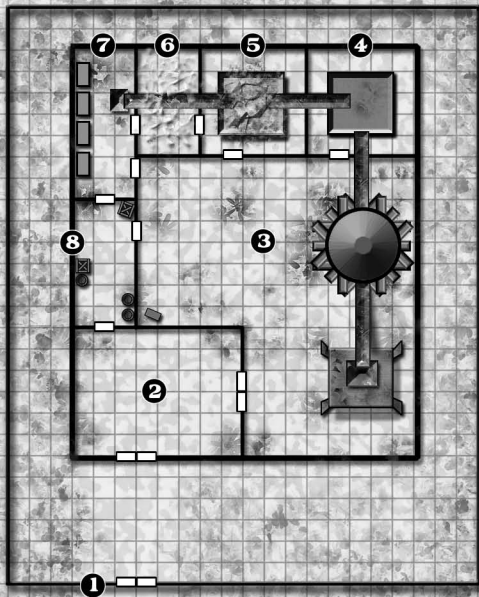


0 Feet ————— 100 Feet

CONSERVATORY OF THE MAGI



Crystal Mill



1. Outer Gate
2. Unloading Area
3. Grinder Room
4. Flotation Room

5. Furnace Room
6. Cooling Room
7. Sorting Area
8. Storage/Packaging

SCM

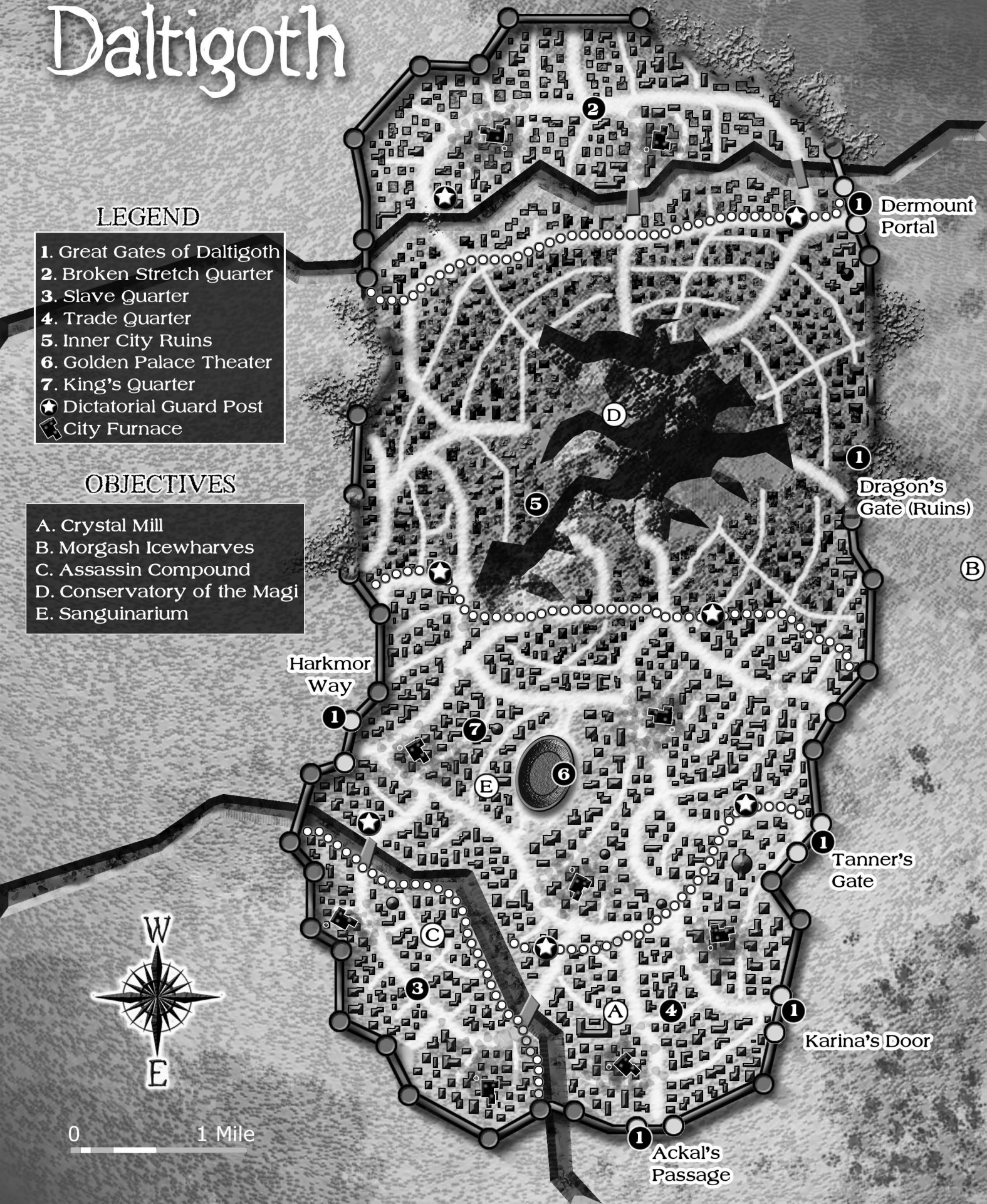
Daltigoth

LEGEND

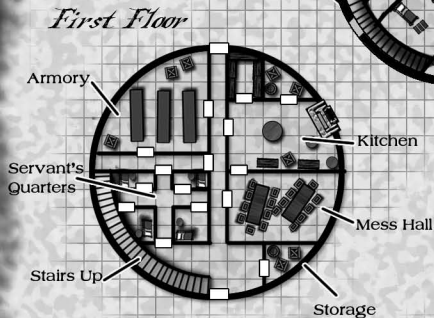
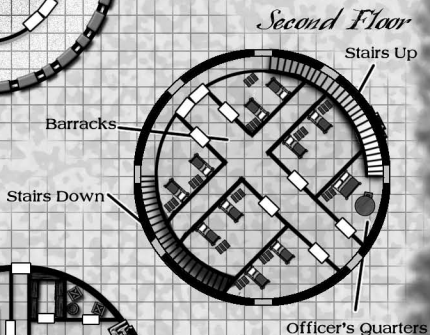
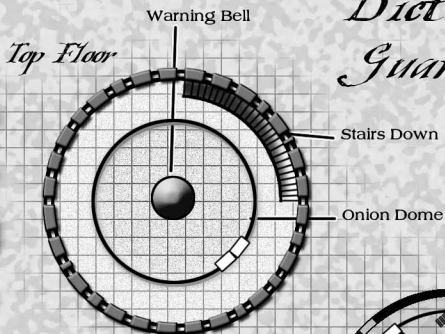
- 1. Great Gates of Daltigoth
- 2. Broken Stretch Quarter
- 3. Slave Quarter
- 4. Trade Quarter
- 5. Inner City Ruins
- 6. Golden Palace Theater
- 7. King's Quarter
- ★ Dictatorial Guard Post
- 🔥 City Furnace

OBJECTIVES

- A. Crystal Mill
- B. Morgash Icewharves
- C. Assassin Compound
- D. Conservatory of the Magi
- E. Sanguinarium



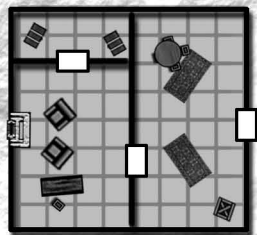
Dictatorial Guard Post



SCM

Morgash Icewharves

Captain Symacca's Office



1 square - 5 ft.

Warehouses

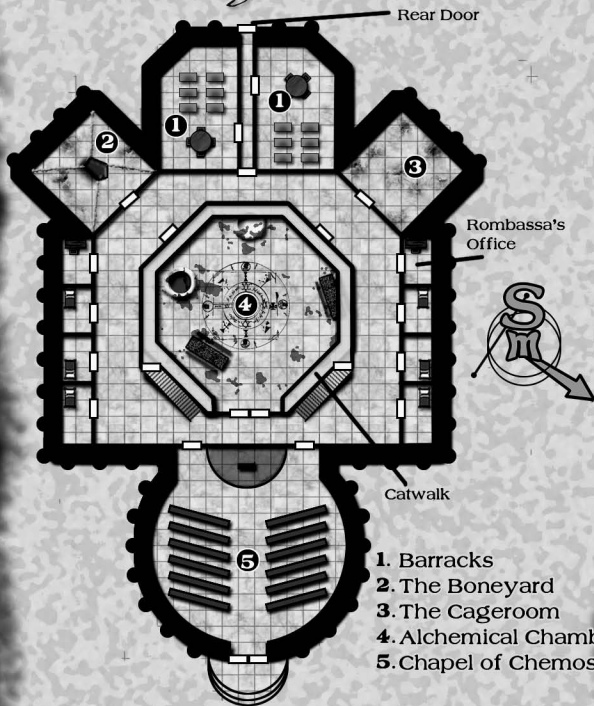
100 FT

Morgash Lake

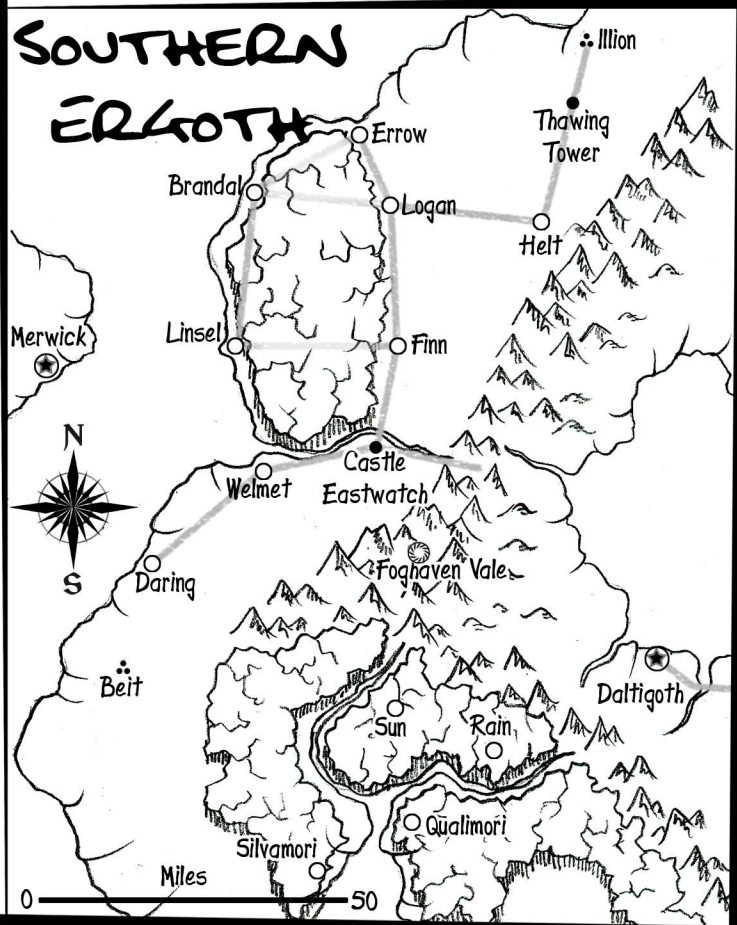


SCM

Sanguinarium



SOUTHERN ERGOTH



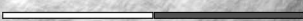
Eastport

1. Governor of Eastport
2. Dolmen's Forge
3. Last Chance Inn
4. Merchant Marine Headquarters
5. Harbormaster's Office
6. Warehouses



West To Khimel

South to Vocation

SCM 0 ft  1/2 Mile



FROZEN PLAINS

Ghostly Citadel

Road of Time

SHATTERED LANDS



Serval

Eastport

Shinwal

Khimel

Vocalion

FROZEN PLAINS

Zhea Harbor

RAGING ICE

Fairkep

Dalevil

The Blade

Varvil

Lake Morgash

Crystal Bridge

Neirvil

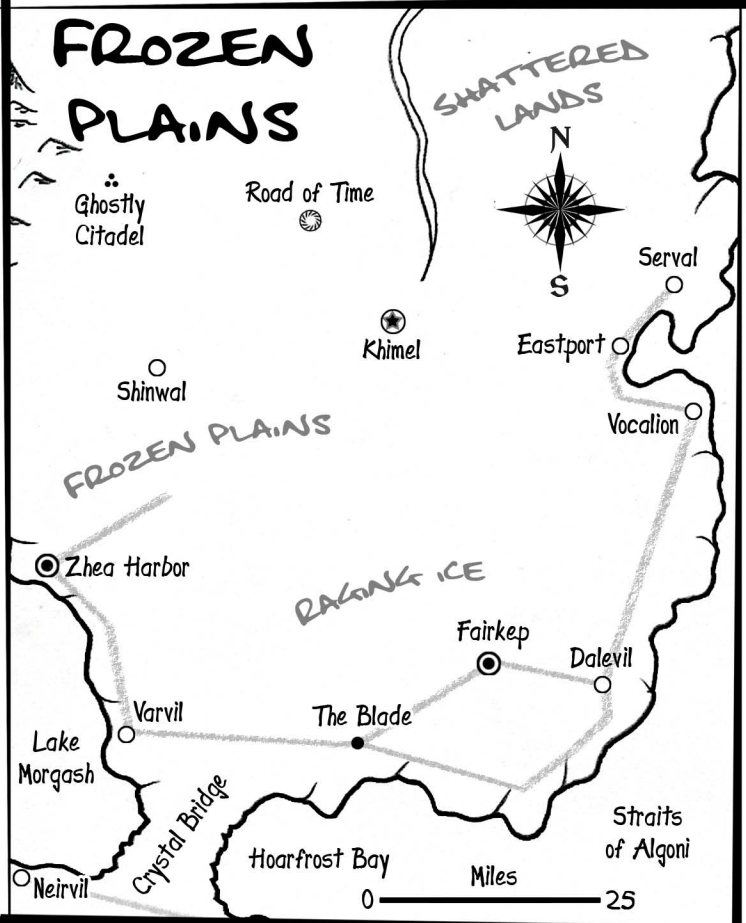
Hoarfrost Bay

Straits of Algoni

Miles

0

25



Khimel

0 Miles 1



LEGEND

1. Khimel Keep
2. Chapel
3. Tylor House
4. Ministeria
5. Storehouse
6. Totem Chamber
7. The Larder
8. Frost's Vault
9. Skull Chamber
10. Egg Chamber
11. Glacier's Vault
12. Coldspike's Lair
13. Spawning Chamber
14. Draconian Prison
15. Kuandan's Lair
16. Lava Spike
17. Ice-Encased Spike
18. Fissure Spike
19. Guarded Spike
20. Underwater Spike



Khimel

Castle

City

City



Frost's Lair

Lesser Dragon
Lairs

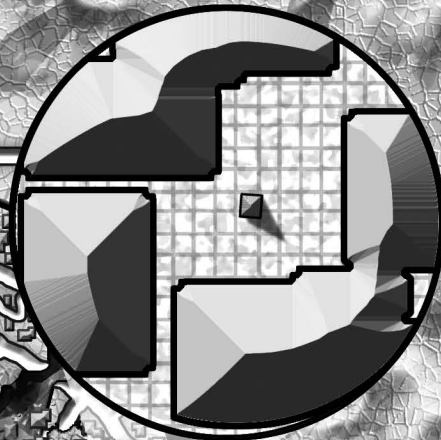
1 Square - 10 ft.

Khimel

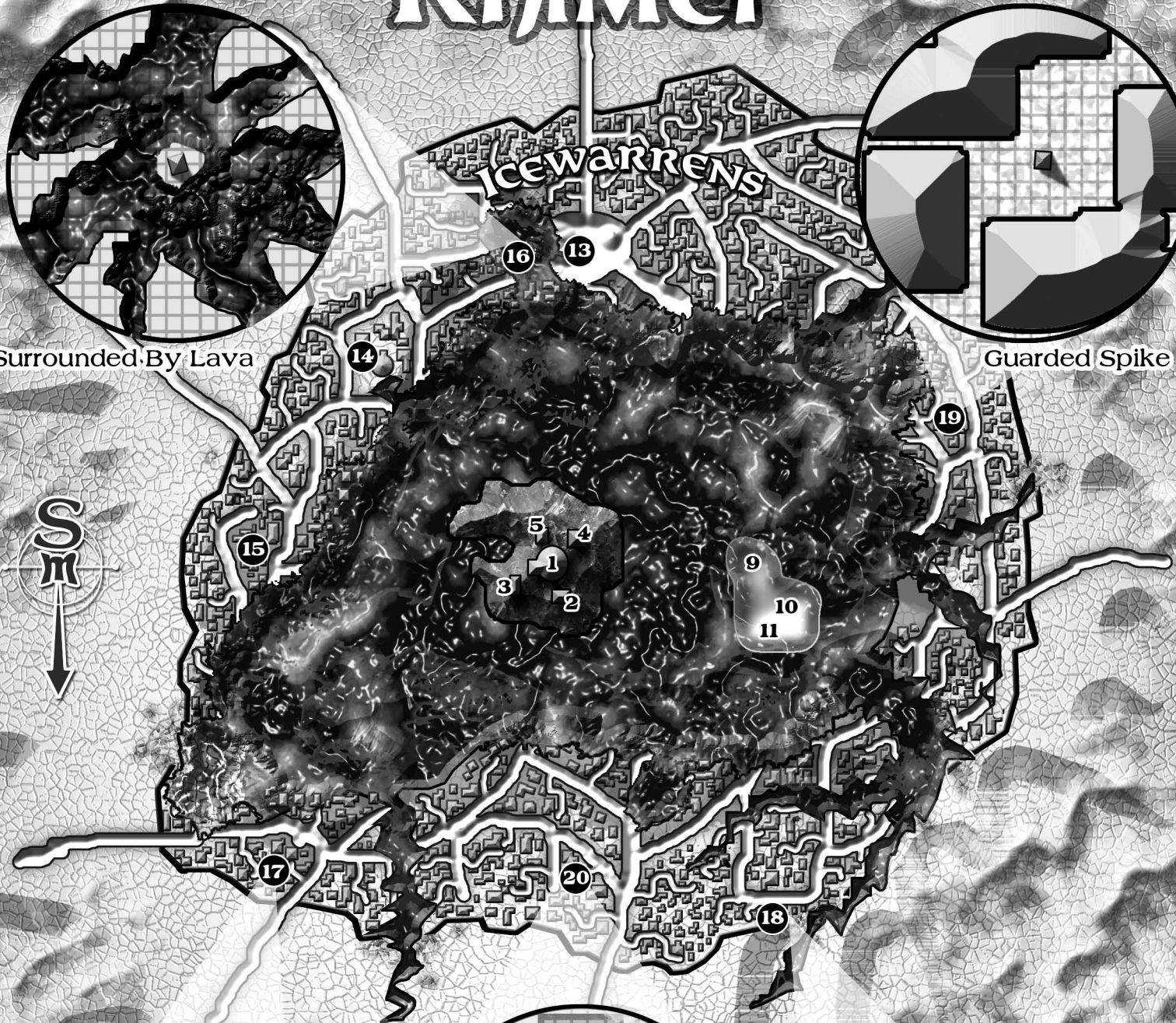
0 Miles 1



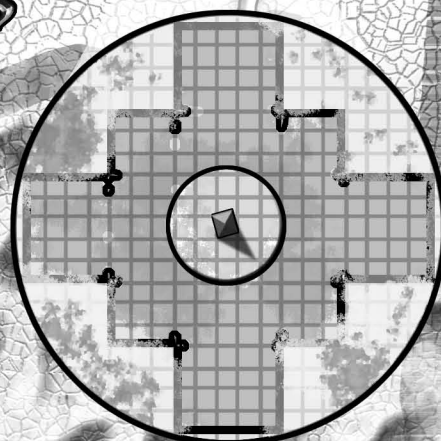
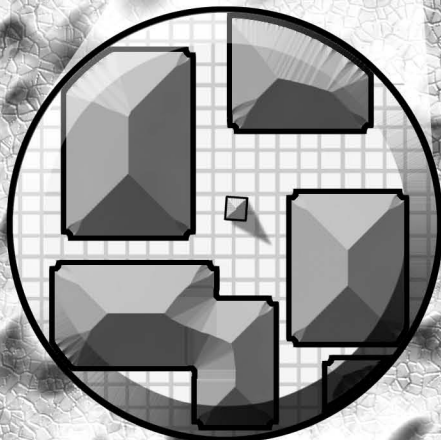
Surrounded By Lava



Guarded Spike

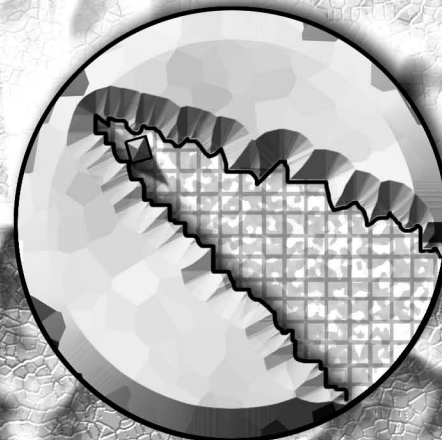


Encased In Ice



Flooded Temple

Spike In Fissure



The Blade



Zhea Harbor



To Khimel

7

To Varvil



1. Government District

2. Icewharves

3. Sailors' Walk

4. Ergothian Merchant Marines

5. Knights of Neraka garrison

6. Thanoi Regiment Headquarters

7. Dragonwarden's Watch

8. Square of Justice

9. Tuillin's Supplies

10. Zhea Highway

11. The Last Stand (Inn)

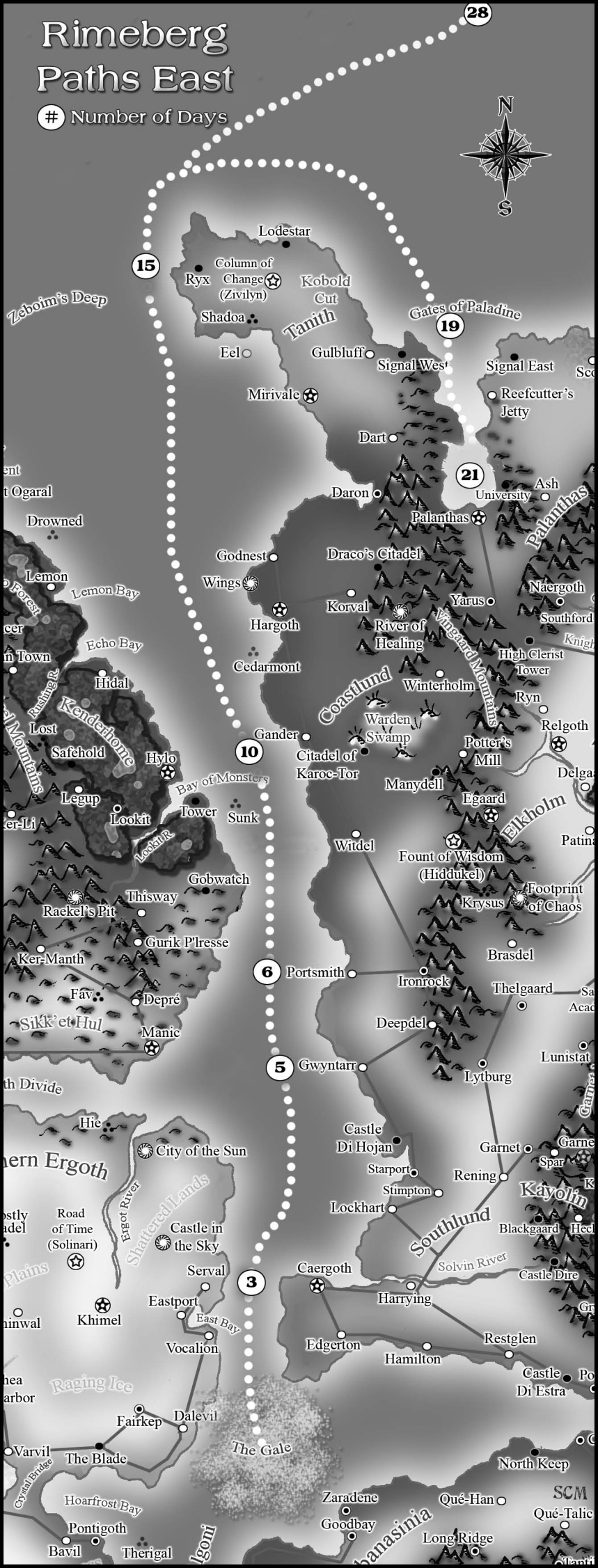
12. The Ruins

0 ft ————— 1 Mile

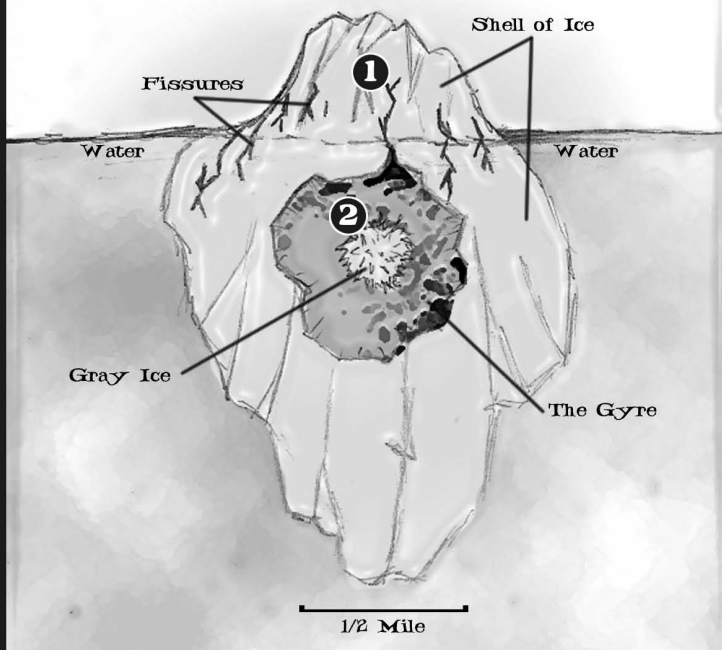
SCM

Rimeberg Paths East

Number of Days



Rimeberg



Rimeberg Inner Sanctum

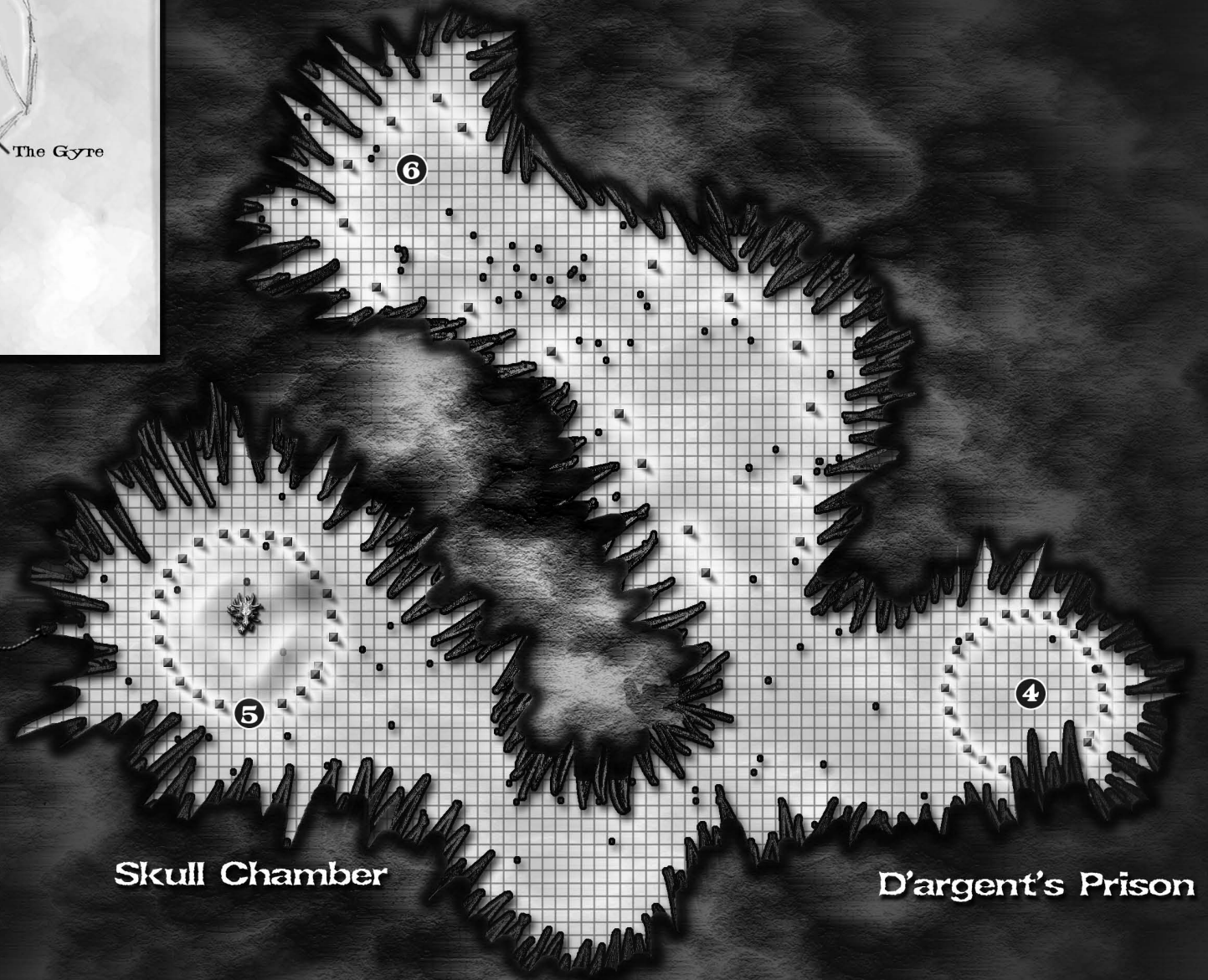
1 square = 10 ft.

Lair of Frost



LEGEND

1. Outer Fissure
2. Gyre Towers
3. Cage of Corruption
4. D'argent's Prison
5. Skull Chamber
6. Lair of Frost

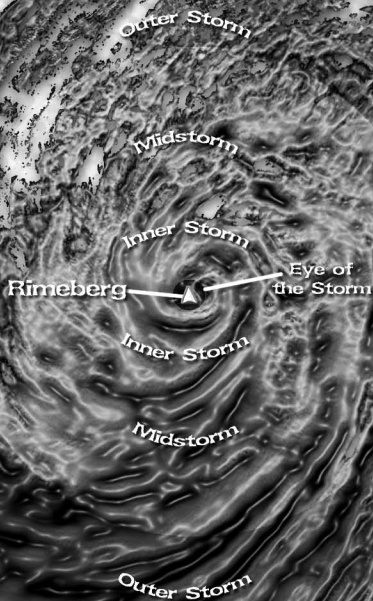


Skull Chamber

D'argent's Prison



The Gale



0 Miles 20



PRICE OF COURAGE

AGE OF MORTALS CAMPAIGN, VOLUME THREE

Evil Can Be Defeated, For a Price

Gellidus, known to many as Frost, is the last remaining Dragon Overlord upon the face of Krynn. This terrifying foe plans to achieve ultimate power through the dark magic of his dead cousins and a terrible pact with the powers of evil. Only the bravery and sacrifice of true heroes will be able to stop the monstrous wyrm.

Price of Courage embraces the tradition of DRAGONLANCE adventures by concluding the three-part story arc that began with *Key of Destiny* and continued in *Spectre of Sorrows*. It can also be the launching point for a new, high-level campaign. The adventure is designed for characters of 14th level and requires the use of the *DRAGONLANCE Campaign Setting* and d20 System core rulebooks from Wizards of the Coast. Though not required, play may be enhanced using the *Age of Mortals* sourcebook and the *Bestiary of Krynn*.

Price of Courage is the third in a trilogy of epic DRAGONLANCE adventures.

Cover art by Jeff Easley



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